

**NO.1 FOR GAME BOY ADVANCE!**

**TOTAL GAMES**  
magazine



# TOTAL GB

**GAME BOY  
COLOR**



**GAME BOY  
ADVANCE**

**100% UNOFFICIAL ISSUE 23**

**EXCLUSIVE FIRST PLAYS!**

**Diddy Kong Pilot  
Banjo Kazooie  
Sabre Wulf**



**CHUUU!**

**POKÉMON  
CRYSTAL**

Pikachu and  
pals in yet  
another  
adventure!

CELERY!

**SCORCH!**

**SPYRO  
SEASON OF ICE**

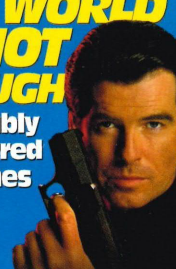
The best GBA  
adventure  
so far!

I'M RED  
HOT, BABY!

**SHAKEN!**

**THE WORLD  
IS NOT  
ENOUGH**

Preferably  
not stirred  
for James  
Bond's  
GBC  
debut!



**PLUS...**

Warioland 4  
ISS, NY Race, Doom  
Ecks Vs Sever  
Tetris Worlds  
Scooby Doo  
WWF Wrestlemania  
Mat Hoffman  
Robot Wars, Driven  
Batman: Vengeance  
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POKÉMON  
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BANJO  
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INSIDE!

**WORLD EXCLUSIVE**

**THUNDERBIRDS  
ARE GO... AGAIN!**

Will the GBA International  
Rescue match the GBC success?



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23

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CVG AUGUST 2001



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PlayStation®2





# TOTAL GB

**Simon****Fave Game...**  
**Spyro the Dragon**

The invisible man soon returned after a few nice plates of Twiglet sandwiches.

**Cyra****Fave game...**  
**Snood**

This is what Cyra really looks like! Well, not what she looks like first thing in the morning, but...

**Karen****Fave Game...**  
**Powerpuff Girls**

Karen has been getting some very dodgy messages from readers. Means nowt to her, but her boyfriend...

**Giant Tony****Fave Game...**  
**ISS**

Tony won an award this month for being the bestest bloke on the planet. True!

**Russell****Fave Game...**  
**Mat Hoffman**

Russ tried to set fire to the office this month. Just to see his GBA screen properly.

**Nerys****Fave Game...**  
**WWF Wrestlemania**

Nerys is still having problems letting go of her old GBC. Well, problems selling it anyway.

**Jem****Fave Game...**  
**Scrabble**

Jem insisted on playing Ubi Soft's Scrabble this month, even though we didn't review it!

**A message from the games editor...****What I've been mostly setting fire to this month...****Witches, Pokémon and really irritating freelance reviewers.**

Oops! They did it again, those... devils. We promised both you and ourselves a MASSIVE Sonic The Hedgehog special this issue. We had it all set to go when Infogrames informed us that the game won't now be going out in 2001. We screamed, we cried, we offered sexual favours, (well, ONE OF US did) but all to no avail. Nevermind, we've still got an exclusive look at the new Rare games for you, and an explosive 29 brand-new titles rated. And we've learned never to trust GBA release dates again, I can tell you.



# What's In

## Mario Advances Once Again!

With a little bit of ingenuity and a certain slice of cheek, we've taken a real in-depth look at what the next GBA release for Mario will really be like, for those of you too young to have spent hours on the old SNES.

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**REVIEW**



## Banjo, Diddy, Sabre Wulf and Co.

With a reputation for creating original and addictive games, GBA owners are blessed with a whole host of new titles due out from videogame master Rare. We give you the low-down on every title on the horizon.

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### PLUS!

**THEY CALL HIM YELLOW FELLOW**  
Mario's first ever GBA crime spree blown apart over on page 20!

**THE SPY WHO VAGUELY INTERESTED ME**  
Page 24 proves that big names are still coming out in force for the GBC, with James Bond's one and only color mission!

### START YOUR ENGINES!

Everything but Craig Charles's grinning mug is waiting for you in Robot Wars for the GBA. Check out the power on page 62.

## The Daft Crystal?

Will shelling out twenty-five pounds on the latest GBC Pokémon adventure be a real waste of money? We know all the facts, so check out page 16 before you rush out to the shops!

PAGE  
**16**





# side...

## Here Be Dragons!

Say what you like about cutesiness and difficulty levels, **Spyro The Dragon: Season of Ice** is the best adventure yet for the GBA.

PAGE

30

Only the freshest Game Boy games reach the Total GB table!

<b>Thunderbirds:</b>		
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Mojo Jojo A-Go-Go	72	
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### The Snoop

06

A micro dollop of the latest events in the Game Boy world this month, as we've had to fit in 29 games! But plenty of stuff on Pokémon, Monsters Inc. and peripherals for ya!

### Link-Up

36

Controversial or obvious, your opinion means about as much to us as the existence of Western Civilization. So keep your views coming in!

### Win! Win! Win!

46

Robot Wars, Spyro and Snood-based giveaways for you fortunate gets this month, with a GBA per competition on the table!

### The Gallery

48

Why not drop in for a quick chat with the lovely Mona Lisa as she looks at your pictures for a bit and then stops.

### Reviews

More than EVER before! If it's out, it's in. And if it's in, it's up. And if it's up, it's down, and if we carry on we'll go mad.

### Help!

74

A small, but perfectly formed, digest of the most bitching-est tips for the GBA and GBC. We did it specially for ya.

### Know Your Games Special

76 So many games, so little space! So, we've got only the very tippest of the top ten Game Boy Color and Advance titles rated for you! Again.

### Coming soon...

82

Christmas time is here once more, and we'll soon be bombarded with glistening tree tops, hanging stockings and flippin' 'Peace to All Mankind'. But what does the festive season hold for us GB fans?

## Bits and Bobs Explained!

TOTAL GB Magazine has every last drop of info you folks need to make the right choice next time you're selecting a new game, except for where to catch the bus. Every review covers all the info available on the title.

<b>Verdict</b>	
Price	£24.99
From	Quite Good Games
Release	December
Genre	Beat-'em-up
Players	1-2
Web	www.nintendo.com
<b>Extras</b>	
✓ Link-up	✓ Battery save
✓ Passwords	✓ Infra-red
✓ Printer	✓ Rumble Pak

Right about here you can see whether the game has any of those all-important extras that make it so special. We've also got links to the official Web site for you, and most importantly of all, the price!

### Boss Hogs

• This little piggy screams like a baby when you press them buttons.  
• I like the piggy, they're all nice and bright and that hooray!

### Dirty Dogs

• There are definite satanic references in the past word section, but never mind.  
• Although it looks good, there are only two bleeding levels in it!

### Or you could try...

**Monkey Puncher**  
From Electronic Arts

Punching monkeys is everyone's favourite pastime, so enjoy yourself!



### Graphics

Looks like the angels themselves returned to Earth. ★★

### Sound

Mama, I can hear the angels singing. It's getting dark... ★★

### Playability

Plays like a pig, but the two option is amusing at first. ★★

### Lastability

I completed this game in the time it took to boil an egg. ★★★★★

### Final Rating

# 88

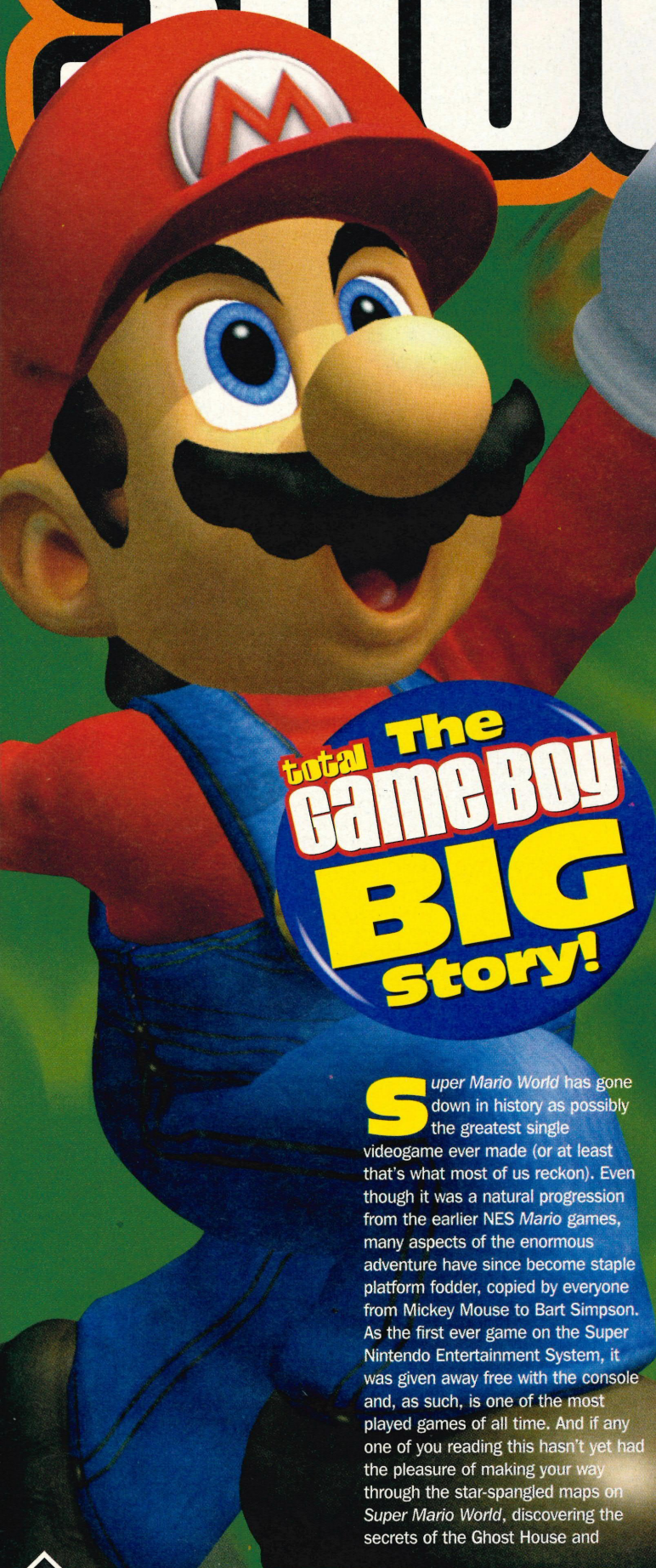
"It's a good job this game doesn't exist! Strictly for the bolds."

it's a Hum-Dinger!

NOW  
TURN OVER  
AND GET ON  
WITH YOUR  
MAG!



# SNOW!



**total The  
Game Boy  
BIG  
Story!**

**S**uper Mario World has gone down in history as possibly the greatest single videogame ever made (or at least that's what most of us reckon). Even though it was a natural progression from the earlier NES Mario games, many aspects of the enormous adventure have since become staple platform fodder, copied by everyone from Mickey Mouse to Bart Simpson. As the first ever game on the Super Nintendo Entertainment System, it was given away free with the console and, as such, is one of the most played games of all time. And if any one of you reading this hasn't yet had the pleasure of making your way through the star-spangled maps on Super Mario World, discovering the secrets of the Ghost House and

## It's Him Mario Advance

**Mario Advance 2 = Super Mario World. Are we being ripped off?**

looking for extra clues on every turn, then you ain't seen nothing!

In the adventure, Mario & co take a well-earned holiday in Dinosaur Land. But, of course, before the posse start oiling up on the beach, Princess Toadstool disappears once again, kidnapped by the ultimate Mario nemesis, Bowser. If that weren't enough, the Super Bros happen upon an egg in a forest, which hatches into the friendly dinosaur Yoshi. He tells them all about the 'vicious turtles', who have stolen all his eggy friends. So, as no-one else seems to care, the world's favourite plumber is forced to go on another call-out, with only a super-flying cape, a long-tongued dino and a few mushrooms to help him save the Land.

### Advance = Mini SNES

The GBA version promises to ape the original in every way. This, in itself, seems to be an outstanding feat, as the SNES game boasted a hundred really complicated levels, with loads to do and greatly detailed graphics. Looked at that way, Mario Advance 2 is a modern marvel, and – however you look at it – it's going to be a lot of fun to re-play and will sell like warm buns. But it is a very old game, and the multi-link option is exactly the same battle seen in Mario Advance 1. It's also becoming clear that Mario

Advance 3 is more than likely going to be the Super Mario All-Stars version of SMB3, with all the flying-raccoon-playing-card-collecting fun that entails. Did Nintendo really create the Game Boy Advance as a dumping ground for all its old SNES titles? When are we going to get a brand new Mario adventure for the Game Boy Advance, folks? It's worrying! Why should the GBA put up with re-jigged classics when the GameCube gets not one, but two original Mario Bros. Adventures?

Unfortunately, the answers to these question are still a long way off. It is a shame, but in the meantime we're getting ready for the genuinely exciting NEW releases, like Sabrewulf and Banjo Kazooie: Grunty's Revenge. Of course, we'll play Mario Advance 2, we'll wallow in Nostalgia, we'll scream out in anger on the Star Road levels, and then we'll complete it. And we'll still be waiting for the first real Mario Advance.



↑ Getting rid of this first boss is a piece of wee – just bounce him a couple of times and bingo!

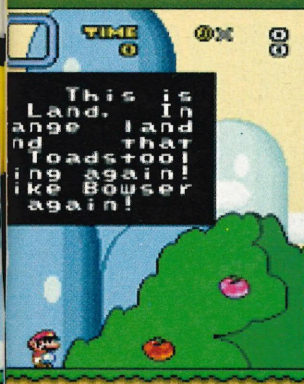




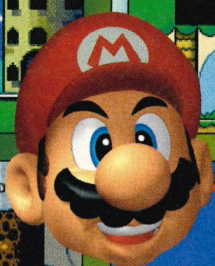
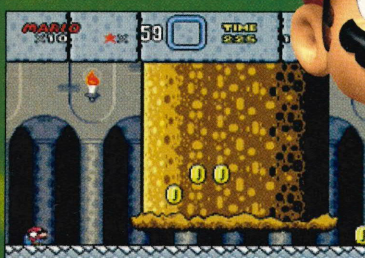
# Everybody will be Kung Fu Fighting

Ah, so it's actually a new Karate game!

Having played it for just a few idle hours, we can reveal that Virgin's International Karate is an addictive, but strangely nostalgic, game that'll be worth a look when it finally comes out. But far more interesting is the chance to win £10,000 from the company if you get the highest score! When you complete the game, send them your code and you're in with a chance! Now that's an idea more companies should come up with!



# Again! SUPER MARIO ADVANCE 2



## Mario Advance 2

Publisher	Nintendo
Developer	Nintendo
Players	XXXX
% Complete	75%
Release	2002

## Anticipation rating



**THEY SAY:** "With enhanced features and exciting gameplay like the original SNES version - this title is set to please all fans."

**WE SAY:** "It's money for old rope... but we can't help getting very excited about having this classic back with us!"



↑ If every nuance of the boss levels are in place on the GBA, it will be some game!  
↓ Just one look at shots like this takes us way way back - this is the best game ever!



## denki BLOCKS!

I can't concentrate on my homework...



Me either. I keep thinking about those great Denki Blocks! puzzles...



Homework can wait! We're off to Puzzle Island to meet our friends and play Denki Blocks!





## TOTAL GB Charts



**What's hot and sizzling courtesy of Chart Track!**

- 1 Legend Of Zelda: Oracle Of Ages**  
Nintendo
- 2 Legend Of Zelda: Oracle Of Seasons**  
Nintendo
- 3 Pokémon Gold**  
Nintendo
- 4 Pokémon Silver**  
Nintendo
- 5 WWF: Betrayal**  
THQ
- 6 Bugs Bunny Crazy Castle 4**  
Kemco
- 7 Tweety's High Flying Adventure**  
Kemco
- 8 The Simpsons: Treehouse Of Horror**  
THQ
- 9 Super Mario Bros DX**  
Nintendo
- 10 Shrek**  
TDK

### TOP GAME THIS ISSUE!



**MARIO KART: SUPER CIRCUIT**

- 1 Mario Kart: Super Circuit**  
Nintendo
- 2 Super Mario Advance**  
Nintendo
- 3 Tony Hawk's Pro Skater 2**  
Activision
- 4 Rayman Advance**  
Ubi Soft
- 5 X-Men: Reign Of Apocalypse**  
Activision
- 6 Final Fight One**  
Ubi Soft
- 7 Spider-Man: Mysterio's Menace**  
Activision
- 8 Bomberman Tournament**  
Activision
- 9 GT Advance: Championship Racing**  
THQ
- 10 Tweety And The Magic Gems**  
Kemco

## Peripheral Round Up

**Go on, spoil your Game Boy!**

**J**oytech's brand-new complete line in Game Boy Advance peripherals seems, at first, to boast nothing new. In fact, every last item on their release list has already been brought out by other companies. But, boy, you should see 'em! Not only are things like the Battery Grip tougher than other companies' efforts, (we've already bust two others!) but the whole range is available in a super-cool translucent plastic that allows you to see every wire inside! Both chic and practical – you'll soon see the problem if anything should go wrong! So, nothing

mould breaking, but the Rolls Royce of peripheral paraphernalia is available in the shops right now!

As is the *Blaze Xploder Advance*, finally! There are GBA cheat cartridges already available as well, from Datel etc, but everyone's been waiting for this one! With all the GBA launch titles already pre-loaded inside, and opportunities for all sorts of cheats in both one-player and multi-link games, no bad player should be without one of these! And, of course, the next issue of *TOTAL GB* will be bursting with exclusive GBA codes to help you go that extra mile!



### JOYTECH GBA RANGE

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Advanced	
Protector Case	£9.99
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Headphones	£9.99
In-Car Power Adapter	£9.99
Light Magnifier	£9.99
Multi-Link Cable	£9.99
Rechargeable Battery	£12.99
Spiro Light	£9.99
Deluxe Pack	£19.99
Essential Pack	£14.99

## Pika The Pops!

**Pokémon single vying for Christmas number one.**

**N**ot content with topping the games charts, those pesky pocket monsters are now planning an assault on our ears – and the Top 40! The Pokémon single, *Gotta Catch 'Em All*, will be released on 3 December, perfectly timed to enter the battle for the coveted Christmas number-one spot.

Recorded by London-based band 50.Grind (as in the skateboarding manoeuvre, for you non-gnarly dudes) and The Pokémon Allstars, the track has been labelled 'animated nu metal'. God knows what that actually means, but undoubtedly a lot of kids are gonna go mad for it.

50.Grind frontman, Nick, describes the single as 'energetic and dynamic' and says that it "...will certainly appeal to all Pokémon fans." However, with everyone from Robbie Williams to Ricky Tomlinson (actually

that's not much of a jump, but never mind) trying to get themselves the Christmas number one, Pikachu and pals have their work cut out for them! And anyway, Bob The Builder was just a fluke. And Mr. Blobby.





## Tekken Their Time!

One of the biggest beat-'em-ups has just been shrunk!

It's one of the definitive party games, and now you can play it on the bus! Tekken has always had a surreal, darker edge to it than any other beat-'em-up, and now Namco has announced that the GBA version is just around the corner! Replete with loads of options and stunning graphics, this is definitely one we won't just be playing for work!



# Monsters Inc. Officially Scary!

**Brand-new Pixar sensation planned to appear on GBA and GBC.**

**T**here are probably quite a few of you who have yet to hear about *Monsters Inc.*, but that will change pretty rapidly soon. You see, *Monsters Inc.* is the new feature length computer-animated movie from Disney and Pixar. Taking a break from the plastic adventures of Woody and Buzz, this new cartoon follows a group of scary monsters, whose job it is to frighten the

living daylights out of humans every day! This time next year there will hardly be a household in Britain bereft of cuddly toys, talking alarm clocks and videogames based on the new franchise.

The Game Boys Color and Advance can both expect adventures from the *Monsters Inc.* gang, and these brand-new screenshots look very promising. Heartening is the news that the GBA game will be more adventure-based than your average platform silliness, hopefully with GENUINE puzzles and mysteries to solve by talking to characters and using items; while the GBC version seems like another platform adventure. It's a bit worrying that the games seem only to have ten levels each, but with a name as big as this one will become, it certainly won't affect sales. THQ will be proudly pushing the new games next year, so watch this space for the exclusive review!



↑ The movie's basic premise seems so original, with a bit of luck the games should stand out!



↑ Disney and half-decent gameplay are almost total strangers. Pray to God this game works!

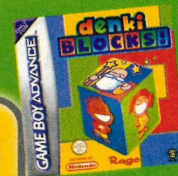
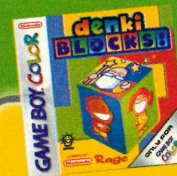


↑ We never doubted the graphics would be lovely, but it's too early to get excited about this one.



## denki BLOCKS!

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TM



Who.

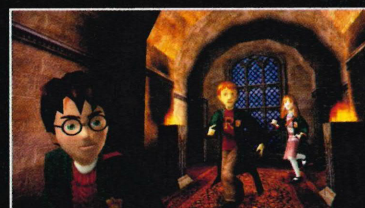
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games now.



# A Rare Q

**Rare has always produced some of the most quirky and brilliant games around and this is set to continue on the Game Boy Advance. Here are four forthcoming games that no player can afford to be without. Whether you want action and adventure or some addictive monkey business, Rare has something for you. Check this lot out!**



## Donkey Kong Coconut Crackers

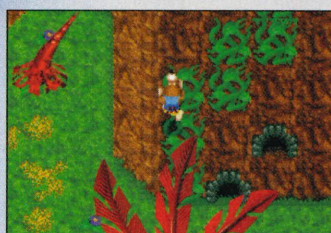
**H**aving been seen on the SNES in some of the best side-scrolling platformers ever, and on the N64 in a full 3D adventure, it should come as no surprise to see old Donkey Kong swinging onto the Game Boy Advance.

However, this time he is starring in a puzzle game set to be as addictive as chomping bananas! The idea behind the game is a very simple one: you just have to create shapes on the game board by using paint that crashes down inside Donkey Kong's coconuts. The Kremlings will be returning to put a stop to your plans and Donkey's other animal buddies will also be making cameo appearances. Basically, this one sounds like Tetris with monkeys, which is good enough for us!



## Banjo Kazooie: Grunty's Revenge

**B**anjo Kazooie on the N64 was a decent platform romp and now the popular characters are set for a return in *Grunty's Revenge* – an all-new title just for the GBA! The adventure begins at the climax to the original game. It seems that Grunty has come up with the fiendish idea of travelling back through time, in order to make sure she'll not be defeated by our heroes. Clever. Banjo favourites, such as the Bill Drill, will be back – but there promises to be a load more Mumbo transformations and some new puzzles too, so even the most proficient of Banjo experts should find this tricky.





# Quartet



## Diddy Kong Pilot

**D**iddy Kong started his life as DK's sidekick on the SNES before having his own brilliant racing adventure on the N64. Now the

little monkey fella is going to be flying onto the GBA and *Diddy Kong Pilot* will keep the same addictive gameplay style that made *Diddy Kong Racing* such a pleasure. You can pick your favourite pilot from a cast of characters, with the opportunity to be Diddy himself or the evil Kremlings – and each pilot has their own vehicle, which will be fully customisable. Think *Gran Turismo* with added animals.

*Diddy Kong Pilot* promises to feature really challenging single-player modes – as well as some brilliant multiplayer thrills, so you and your mates can take to the simian skies together. Rare is also talking about the game having Tilt technology, meaning that you will be able to control your plane by moving the console around if the D-pad is too passé for you.



## Sabre Wulf

**O**h, now here is a treat for older gamers who will be getting excited just to hear the name *Sabre Wulf* again – a game that is one of the greatest ever and a jewel in the crown of the Spectrum world! Now Sabre Man is back on the GBA and hopefully this will be just as

magical as the original. Once again, our hero is in the jungle and up against the dastardly Sabre Wulf – a nasty piece of work, intent on nicking all of the kingdom's valuables.

It is up to you, as Sabre Man, to put an end to Sabre Wulf's reign of terror. To help you, you can employ the aid of many other creatures throughout the kingdom, all of whom have different abilities, and you can use the power instilled within the creatures to aid your own quest. Trust us, if you are not already familiar with the legend of Sabre Man, you will be when this

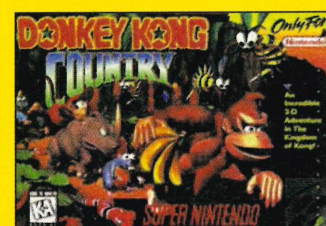
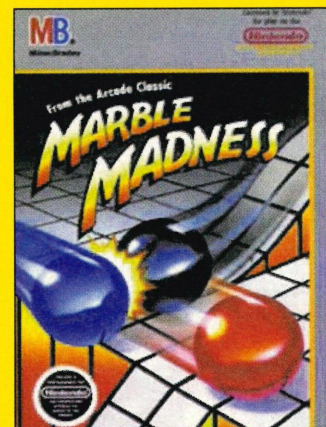
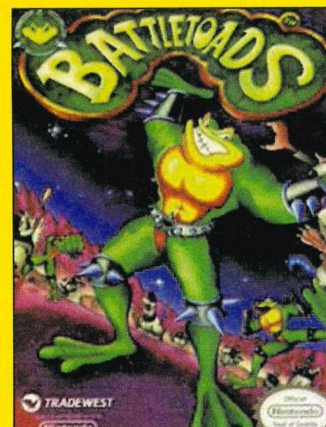
adventure hits. What odds a Knight Lore update too, eh guys?



## Rare Classics

Rare has got themselves a reputation as one of the hottest games companies around. Here are ten of the best classics they've been associated with over the years:

1. *Donkey Kong Country*
2. *Perfect Dark*
3. *GoldenEye*
4. *Diddy Kong Racing*
5. *Marble Madness*
6. *Battletoads*
7. *Conker's Bad Fur Day*
8. *Perfect Dark*
9. *Blast Corps*
10. *Killer Instinct*







# Thunderbirds: International Rescue

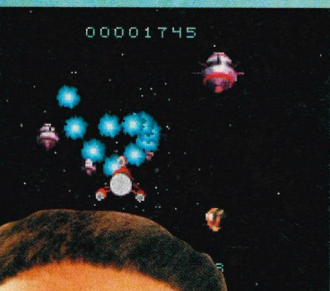
**Thunderbirds are go for their first action-packed outing on the GBA! But will it repeat the success of the GBC incarnation?**



'Well, all right, but I'll want double time!'



This all-new segment really tests your reflexes!



**W**hen we gave SCI's massive Game Boy Color Thunderbirds adventure 96% there were plenty of people who were less than sure about our judgement, for once. But then, of course, the massive little adventure stormed to the top of the GBC charts in no time. Are we about to be vindicated once again?

## Superthunderstingcar!

In many ways, *Thunderbirds: International Rescue* is very much the same game as the GBC adventure. There are the same assorted vehicle-based levels, covering many different nasty plots set up by the villainous Hood. Sadly, the game hasn't progressed that far from the blockbusting GBC version in many ways, with each level being a slightly improved version of the earlier version. The game's main crime is its lack of link-up options. Just think of the fantastic races you and your pals

could have had in the Thunderbirds vehicles! Well, that's the nasty stuff done with, now for some great reasons why you should buy this game as soon as possible.

## Absolutely F.A.B.

This is such an impressive translation, right from the beginning. The whole bombastic opening sequence from Gerry Anderson's original TV show has been squeezed in at the start of the game, and the quality of the graphics and SFX don't let up at any point. In addition to recognisable, but seriously lush looking, scrolling levels (including a brand new meteor-dodging race in Thunderbird 3) you get several chances for a bit of platform action featuring Parker, Brains or Virgil. This was one of the main things missing from the last game, and makes for a great change of pace. There are loads of cheats, bonuses and secrets waiting to be found, and enough levels to ensure a good long-lasting challenge. With millions of Thunderbirds fans of all



ages out shopping this Christmas, this really is one game that should certainly not be left on the shelf.

**Jon**



## In my opinion...

**Anything can happen on this cart!**

The GBC version of *Thunderbirds* really pushed the capabilities of the console to the limit, which really can't be said of this Advance version. Still, it's a great adventure, with pleasing graphics and FX, and a few surprises as well! **Giant Tony**



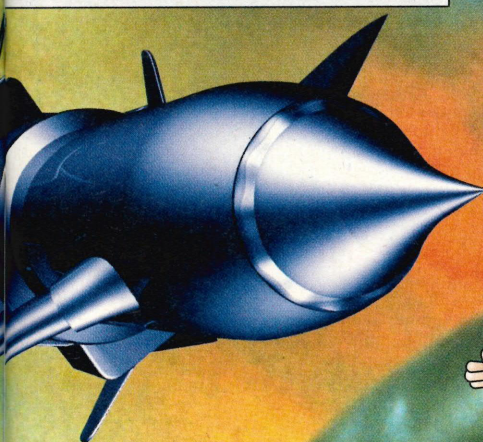
## The Missing Thunderbird?

There are plenty of Thunderbirds vehicles that we don't yet know about, but none so unexciting as Thunderbird 34. This was a state-of-the-art tricycle that Brains found in a skip, and totally transformed by sticking a basket on the front. It was only used in one adventure during the first series, when Jeff



Tracey wanted some milk for his Sugar Puffs, so sent Alan out to the corner shop on it. The Hood tried to foil the plan by standing at the front of the check-out queue paying for a tube of Smarties with a cheque, but Thunderbird 34 saved the day by running over his toe, and International Rescue saved the day again. Or I could have just dreamt all that, I'm not sure.





Whoops! It's back to the International Job Club for you, soldier!



## TOTAL GB Verdict



**Price** £24.99  
**From** SCI  
**Released** 7 December  
**Genre** Adventure  
**Players** 1  
**Web** www.thunderbirdsonline.com

### Extras

✓ Link-up ✓ Battery save  
✓ Passwords ✓ Mobile Link

### Thunderbirds

- A long-playing quality crusade against the evil Hood, with a few hidden bonuses here and there.
- The graphics are more than admirable throughout, with several different and well-designed game modes.

### Drizzly chickens

- The total ignorance of the GBA's multiplayer capabilities is undeniably poor.
- The challenges get very steep, and the password system is old-hat.

### Or you could try...

#### Thunderbirds From SCI

Weeks at the top of the GBC charts say it all: this is still a must-play adventure!

**Graphics** ★★★★★  
The main reason why this really is an advance from the GBC version.

**Sound** ★★★★★  
The tune gets annoying, but blame the original composers!

**Playability** ★★★★★  
Plenty of different game styles to keep you on your toes.

**Lastability** ★★  
Thirty plus levels, but sadly no extra options. A one-off adventure!

### Final Rating

# 88

"Not as advanced as it might have been, but a solid gold quality adventure."

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# Pokémon Crystal

**Having a weird dog on the front doesn't automatically make a game good... or does it?**

It's back to Johto we go as Nintendo, brings us yet another slice of the

Pokémon adventure. Sure, it's just an extension of *Gold* and *Silver* that we all bought nearly six months ago, but that's never stopped PokéFans before, has it?

## Any Old Rag & Cubone?

In comparison to *Red*, *Blue* and *Yellow*, there's tons of difference in *Pokémon Crystal*... it's set in a new world for starters! The land of Johto is somewhat bigger than Kanto (although the whole of Kanto is included as an option once you've conquered the Elite Four of Johto) and features plenty of new locations to visit and people to meet. You can now also breed your own Pokémon by leaving them in the day care centres around Johto and even find Pokémon eggs that

hatch into new Pokémon such as Togepi. You can play as a girl, some of the graphics have been changed in certain locations, a lot of the trading opportunities are different – but, other than that, it's business as usual...

## Crystal Tips...

Your all-new, bright and spangly PokéGear really comes in handy when you need something or someone in a hurry. An important aspect of the gear is that it now holds twice as many items

## Day For Night

Unlike in the original *Red*, *Blue* and *Yellow* Pokémon games, time now plays an important part in your adventure. After setting the clock correctly at the very beginning of the game, the day and night occurs in real-time throughout your travels – if you turn on your Game Boy in the evening, you'll see that the sun has set in Johto and night is coming, while playing during the day allows you to get a bit of a tan.



↑ Just got out of the gym? Well, I hope he had a shower after!







as before, plus it sorts everything into easy-to-find 'pockets' that keeps all your essential items such as Potions and Berries separate from your Pokéballs and TMs. As well as a useful map that can be collected early in your adventures, the gear also comes equipped with a mobile phone... now you can reach out and touch somebody! If need be.

### ... But no Allstair!

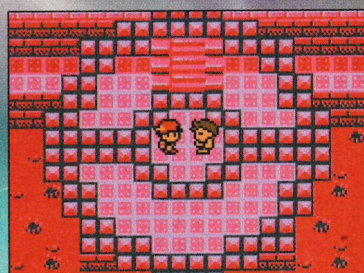
As a Pokémon game in its own right, *Pokémon Crystal* rules the roost

– the story's really exciting, the 100 new Pokémon are far more diverse than anything we've ever seen and there's absolutely loads to

do. Unfortunately, the major sticking point is that all of this has already been done. Sure, if you're a Pokémon fanatic then you'll absolutely have to own 'em all, but for the rest of us... well, it's a bit pointless. If you're new to the world of Pokémon then you absolutely, positively have to own this game... hey, you can even trade with your *Gold* and *Silver*-owning pals! However, those of you who've already explored the world of Johto in *Gold* or *Silver* (or even both if you're really that keen) might want to consider giving *Pokémon Crystal* a miss.

**Giant Tony**

**"If you're a Pokémon fanatic then you'll absolutely have to own 'em all, but for the rest of us..."**



↑ All of the 'into-battle' effects remain unchanged. Still good.

↑ Has Ash found the true love of his life? No. He's gonna beat her!



It's a vicious whirlpool!

↑ Haha! I eat vicious whirlpools for dinner, with nasty typhoons for afters!

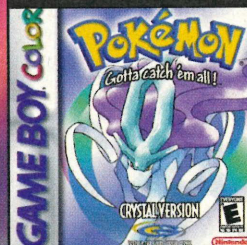


**In my opinion...  
Poké-not!**

Imagine if this game was a one-off – you've never heard of Pokémon before, and this monster of a game shows up – it would have to be a 100% type Hum Dinger! But let's be honest, for all the improvements made on this version, Pokémon fans who are stupid enough to buy all three version of the one game are being senselessly ripped off. If you're one of the initiated – don't you dare waste money on this version!

**Jem**

## TOTALGB Verdict



**Price** £24.99  
**From** Nintendo  
**Release** Out now  
**Genre** RPG  
**Players** 1-2  
**Web** [www.pokemon.co.uk](http://www.pokemon.co.uk)

### Extras

✓ Link-up ✓ Battery save  
✓ Passwords ✓ Infra-red  
✓ Printer ✓ Rumble Pak

👍 **Suicune** 👍

- The best the Pokémon adventure has ever looked – new signs, full colour – wow!
- Link-up options are as glorious as ever. Hours and hours of play.

👍 **Pigeot** 👍

- It's exactly the same game.
- It's exactly the same game.

**Or you could try...**

**Pokémon Gold or Silver**  
From Nintendo

They made a few changes here, but listen to us – you don't need more than one of these games!

**Graphics** ★★★★★  
Full colour, shading – hard to believe it's still the same game as *Red* and *Blue*!

**Sound** ★★  
If sound was ever an integral part of the adventure, then I'm a spotted purple cat.

**Playability** ★★★★★  
To non-pokéfans, the endless battles will be an annoyance.

**Lastability** ★★★★★  
About three days solid play, and you'll still have stuff left to do.

**Final Rating**

**95**

"For future reference, the games will now be listed as 'Pokémon Gold, Silver & Crystal'."





## Baby Felix Halloween

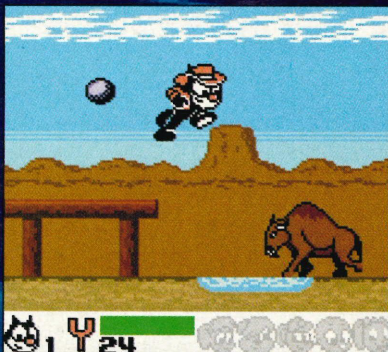
**Halloween? Only a month late, Felix. When will that cat ever learn?**

**T**he lord alone knows why this game stars 'Baby' Felix, rather than just Felix the cat. But at least the title shows it to be clearly aimed at the younger end of the market, because there's practically nothing here for the more experienced gamer. Felix and his little pal, Kitty, are on their way to a Halloween party when all their friends are kidnapped. So, they have to go after them – and jump around a bit and collect hearts and jump holes and fire catapults at ghosts and, y'know, everything. It's a platform game, believe it or not.

### I'm So Scared

All in all, this is actually a rather charming little adventure for the kiddiwinks. There are three difficulty levels (and the Hard level is extremely tricky, even for adults) and five worlds to conquer. However, that's about it, which means it's not really worth buying for more than a tenner or so, as it'll be completed way before the first apple has been bobbed for. To anyone into double figures, this game is so cheesy as to be practically nice on a cracker. To the eyes of innocence, however, this is a fun, spooky adventure, and well worth half-an-hour of any kid's time.

Jem



## TOTALGB Verdict

Price	£24.99
From	BBI
Release	30 November
Genre	Platform
Players	X
Web	www.felix.com

Extras	
X Link-up	X Battery save
X Passwords	X Mobile Link
X Printer	X Rumble Pak

**Graphics** ★★★  
Chirpy little ZX Spectrum design!

**Sound** ★★  
Blip Blip Blop – you'll love it!

**Playability** ★★★  
Platform action all the way.

**Lastability** ★★  
Five levels and three difficulties. Oh well.

### Final Rating

# 69

"Unadulterated, throwaway Halloween fun for the nippers."

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# 100S

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Bellsprout  
Poliwag (Fishing)  
Alphon (Tree)  
Hecross (Tree)  
Hoothoot (Night)

At the very beginning of the game you will be asked to input the correct time and your name. The time is very important in Pokemon Gold and Silver (G&S) as there are now Pokemon that only appear at night and events which occur at certain times. Once you have entered the correct time, you can head down time and save.

But... Is it a POKEMON EGG?

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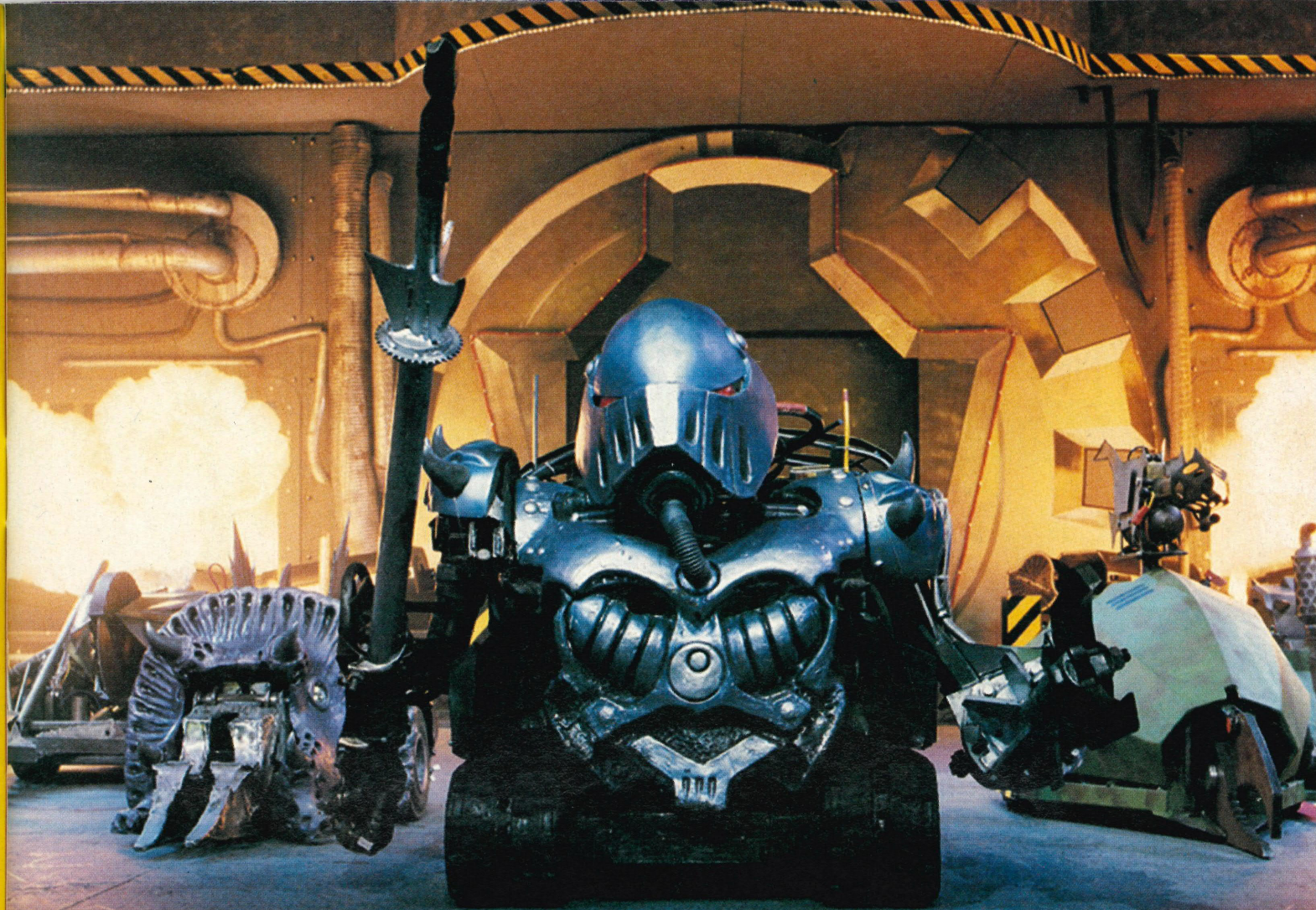
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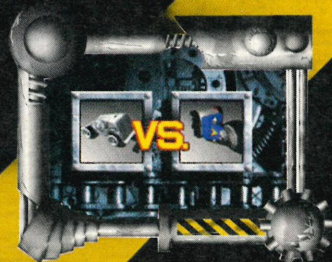
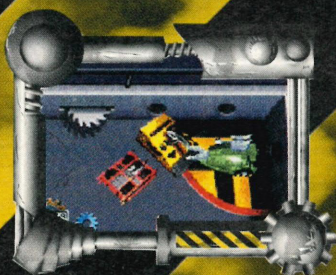
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# SCHOOL'S OUT!

Now YOU teach someone a lesson.



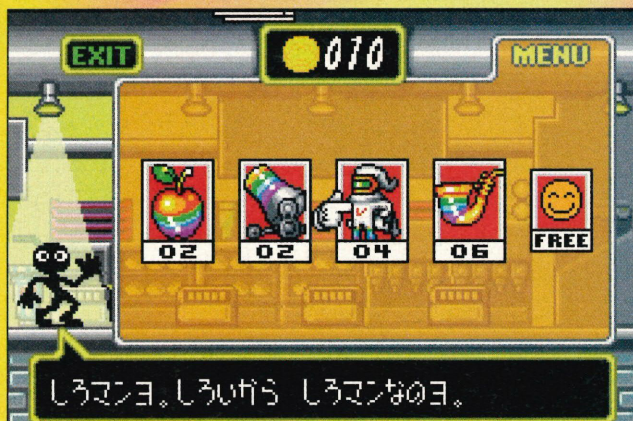
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GAME BOY ADVANCE™





# Warioland

**Mario's big-nosed nemesis parks his kart and makes his GBA debut. Should he have bothered?**

**T**here are very few platform characters that can hold a candle to wee Mario, the moustachioed-mushroom muncher. However, one anti-hero who's just as popular on the Game Boy Color is his arch nemesis, that yellow-capped bouncer, Wario. His puzzly platformers sold in bucket loads on the old console, so why on earth bother changing the winning formula for the Game Boy Advance?

## Bewario!

It's the familiar inexplicable tale of theft, skulduggery and unimaginable treasures that brings Wario crashing onto the GBA, as the infamous looter follows a cat into a massive golden pyramid and... there's a ghost with a doll's face... and an old lady hanging

round... or something. Oh, who gives a stuff about the plot? *Warioland 4* has seventeen levels of exactly the same block-moving, exit-finding action that made his name on the GBC, except, of course, with greatly improved graphics. In environments ranging from pleasant gardens to bizarre toy towns, Wario must run, roll, barge and smash his way to the four pieces of emerald key things, before grabbing an odd key-duck type thing and making his way to the exit before time runs out.

## Gold Rush

There are loads of secrets in each level with clever mini-games and that, but – it has to be said – a gifted gamer will be able to buy this game in the morning and have completed it with every single item collected and every

task completed before tea time. And that's it! No extras at all! What is more, the secret CDs you find on each level merely give you an odd mini-video to watch, which may have made sense to Japanese players but we just found it slightly disturbing. There's a lot in *Warioland* to wow you but, at the end of the day, it's just a GBC adventure with nice graphics. Which is **REAL** daylight robbery.

Jem

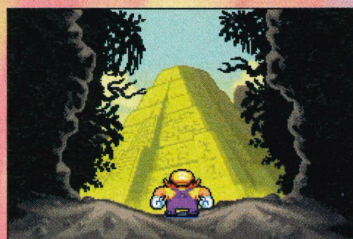


## In my opinion...

Mr Jem... you're talking rubbish, old man!

Don't listen to Jem... *Warioland* on the GBA is great! True, it might not have much in the way of innovation, but – as far as platform games go – this is pretty darn special. The only major problem with it is the length, as it's a bit too easy to complete for our tastes. Still, you've got to consider who it's aimed at... **Giant Tony**

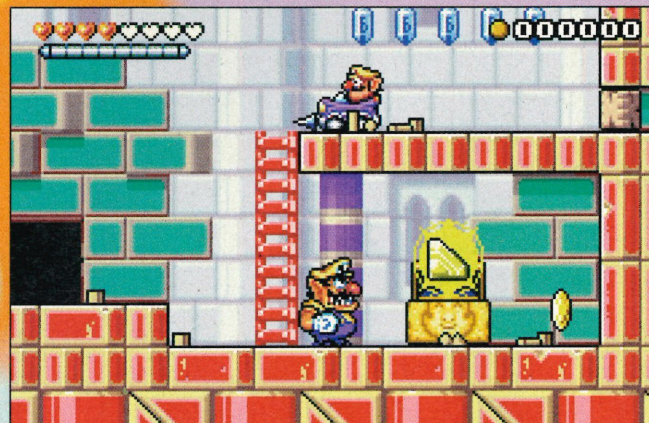
Wario looks a bit perturbed here. But imagine if you saw a tiny version of yourself driving a little spiky car. You wouldn't get a wink of sleep.



The game has a very impressive training level at the start.

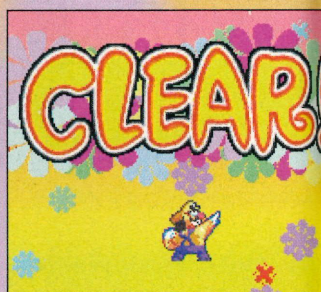


Out of one swirly thing, into another swirly thing. Tchah!



## Mini-Game M

One really clever aspect of *Warioland* is each boss. In here, you get to see a strange Mr Pop-Up type game which allows you to hit a home run. The scrolling, obstacle-avoiding made enough credits, you can go to the weapons (ranging from a rainbow out before the boss battle, deple

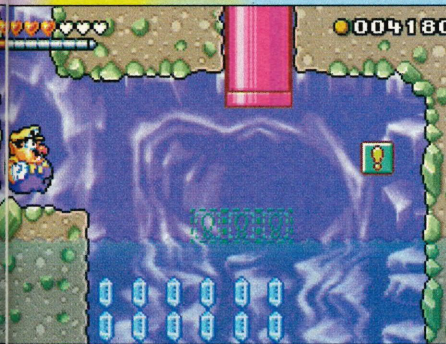






# Madness!

Warioland 4 is the mini-game area you reach before the final credits by completing odd tasks. One is a mini-game where you have to match Wario's eyes, nose and mouth. Then there's a mini baseball game, a mini game for credits and, finally, there's a sideways chase through the desert. Once you have completed the chase, an odd shadow bloke will sell you a power-up (apple to a full-on laser mouth), which are rolled out in extremely groovy ways!



Too many Big Macs may mean that Wario's not likely to pull anytime soon, but he can smash through anything!

## TOTALGB Verdict



**Price** £34.99  
**From** Nintendo  
**Released** 16 November  
**Genre** Platform  
**Players** 1  
**Web** www.gameboy.com  
**Extras**  
 x Link-up x Battery save  
 x Passwords x Mobile Link

### All Gold

- Superb graphics and sound throughout. Wario has never looked quite so good!
- Very clever boss fights and mini-games to help you through.

### Fool's Gold

- The secret CD idea is just pointless, quite frankly.
- There are no real link-up options, and it's just too easy to complete!

### Or you could try...

**Warioland 3**  
 From Nintendo

Game Boy Color owners aren't missing out - the last game is much the same!



**Graphics** ★★★★★  
 There's no denying it - Warioland looks gorgeous!

**Sound** ★★★★★  
 Loads of catchy tunes and silly sounds - perfect.

**Playability** ★★★★★  
 Great training, the odd tricky boss and fun secrets.

**Lastability** ★  
 Play in a day, the Wario way.

### Final Rating

# 82

"A gorgeous looking and fun adventure. For an hour or three."



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GBX  
GBX - 85%

Game Boy  
Total Gameboy - 89%







# International Superstar Soccer

**It's coming home, it's coming home, it's coming... football's coming home to the Game Boy Advance. Come on, Konami!**

**Y**ou'd have thought that, despite the power of the Game Boy Advance, there are still some things that it wouldn't be capable of... or at least, not be able to do as well as you'd think. Football is one of those things – the fast-pace and complicated action of the sport makes it tough for anything less than a reasonably decent home console to do it well. Still, we're always willing to be proved wrong and Konami has gone to great lengths to show that the GBA is full of surprises...

## He Shoots, He Scores

Put simply, the GBA version of their popular ISS franchise is incredible. Picking up where the fantastic SNES version left off, ISS on the GBA manages to bring us tons of teams, buckets of playability and – shock, horror – even proper speech for the commentary! There's an amazing amount of detail in the graphics and

the fact that it's a multiplayer game just adds a whole bunch of cherries to the icing on this cake. We couldn't love ISS any more than we do, simply because it's so darn perfect... you simply have to own it!

**Giant Tony**



## In my opinion...

**Everything except the oranges.**

Footie games are a truly acquired taste, especially without full-on two-player action, but ISS is a real triumph. Just look at those screenshots, man! Once you've got one football title, of course, you never need another. And ISS is definitely the one to get!

**Cyra**

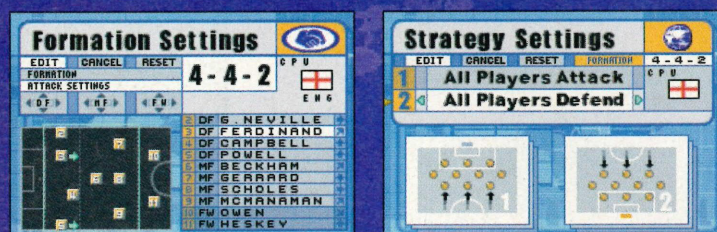
**"We couldn't love ISS any more than we do, simply because it's so darn perfect..."**



↑ It's a world in union, the world as one... sorry, wrong game.



## I Love It When A Plan Comes Together



Despite how it looks on the TV, football isn't just aimlessly running up and down a length of grass – there's planning and thought behind it all. Whether it's working out a decent formation or coming up with an attack strategy, it's all important. Thankfully, ISS gives you the opportunity to play around with all this and much, much more. That means you can build up the best team possible and then laugh when you crush your mates 16-0!



## TOTALGB Verdict



INTERNATIONAL SUPERSTAR SOCCER  
Press Start  
© 2001 KONAMI  
Produced by Konami Computer Entertainment GBA, Inc.

**Price** £34.99

**From** Konami

**Release** Out now

**Genre** Sports

**Players** 2-4

**Web** www.konami.com

### Extras

- ✓ Link-up
- ✓ Battery save
- ✗ Passwords
- ✗ Mobile Link

## 👍 Hat Trick 👍

- The best handheld football game ever.
- You can play it with your mates.

## 👎 Red Card 👎

- It can be a bit tricky to control.
- The AI of the computer opponent is just far too good!

## Or you could try...

**Total Soccer**  
From Ubi Soft

Pretty good, but now that ISS is back we don't want to play it any more!



**Graphics** ★★★★★

As good as it ever was on the SNES. Joy!

**Sound** ★★★

It's got commentary? Well, stone the crows!

**Playability** ★★★★★

Play with your mates and you'll have a blast!

**Lastability** ★★★★★

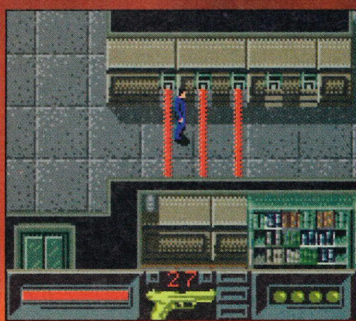
More life in it than you'll know what to do with.

## Final Rating

# 97

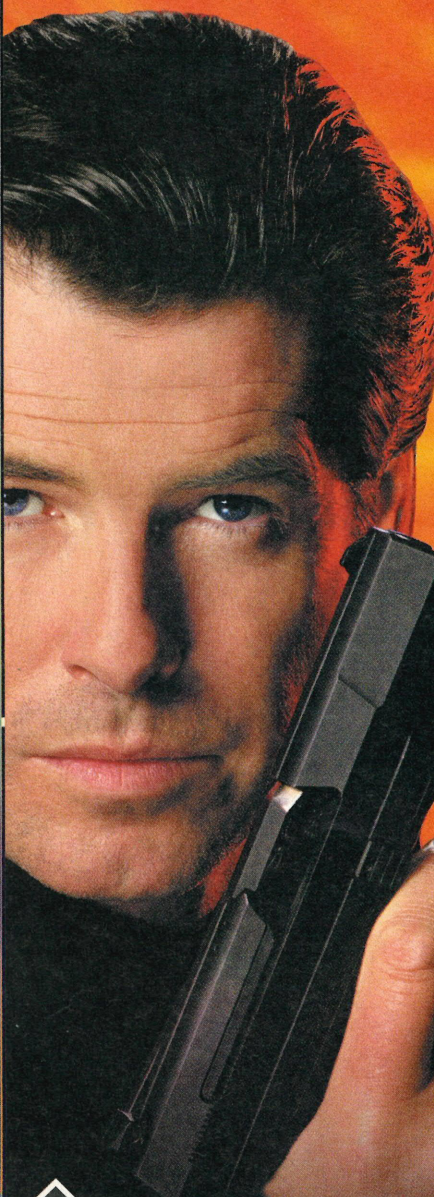
**"This is probably the one GBA game that you really can't be without... even if you don't like football, you'll love this!"**





# The World Is Not Enough

**Bond Is Back!  
 Well, he's here.  
 For the first time.**



**T**he girls, the action, the one-liners, the clever detection – none of that seems to be in this game at all. But this is Bond. James Bond. And it's your one and only chance to play the world's most famous spy on the Game Boy Color. Is that in itself not enough for you to want to add *The World Is Not Enough* to your games collection?

## Secret Agent Fan?

It must have been a bit of a puzzler for the licence holders. Was there really any point in creating a game based on the sexy, violent world of James Bond on what has always been seen as a kid's console? Well, they seem to have got round that by finally releasing a game and, to make doubly sure that it's played by adults instead of kids,

↓ Definitely the most annoying level sees you creeping around, trying not to be seen. Just shoot him, Bond!



they've made it so hard as to be completely irritating and unplayable. Anyone with even the smallest Bond fixation will be wowed by the graphics in this game, from the moment James first walks through the gun-barrel opening to the lushly rendered environments but, unfortunately, the graphics don't quite make up for the game's other failings.

## License To Kip

The music is a screeching mess, and not the proper theme, which is unforgivable. And the missions you're sent on are as dull as dull can be. Take the coolest spy MI6 has ever had, and stick him in the middle of a maze – great idea! Or put him in the most insane *Metal Gear Solid* rip-off environment, when all you want to do is shoot your way out! The difficulty is daft as well – you have to activate switches, but don't know in what order! So, you spend fifteen minutes creeping your way through a level, and then have to start all over again because of one tiny mistake that was none of your fault! Plus (even though the game does include tiny versions of John Cleese and Judi Dench, which is cool), just think of the sequences they've totally missed! Where's the boat chase on the Thames? Eight Levels Is Not Enough!

Jem

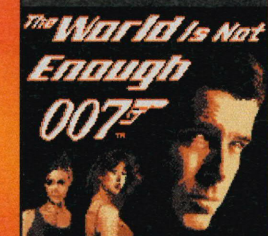


**In my opinion...**  
 Not enough? It's shagadelic, baby!

Okay, so that's the wrong secret agent, but anyway I really liked this game. For twenty-five quid, of course, it's a very short mission, and bits of it really got on my wick, but it's your one and only chance to play 007 on the GBC, so grab it now!

Giant Tony

## TOTAL GB Verdict



Price £24.99

From Electronic Arts

Release Out now

Genre Adventure

Players 1

Web 007.ea.com

### Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

### Shaken

- This is Bond! On the GBC! Buy it now!
- Brilliant graphics, excellently miniaturised, exquisite detail.

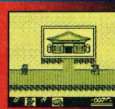
### Stirred

- The challenges are extremely fiddly and not terribly exciting
- The music is gut-wrenchingly awful all the way through.

### Or you could try...

**James Bond 007**  
 From Eon Productions

If you can find this monochrome classic from 1997, it's well worth the asking price.



**Graphics** ★★★★★  
 Wow! Exquisitely detailed miniaturised environments.

**Sound** ★  
 Where's the proper theme music? This is crap!

**Playability** ★★★  
 It's addictive, but the challenges get annoying...

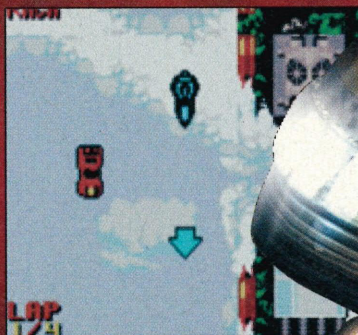
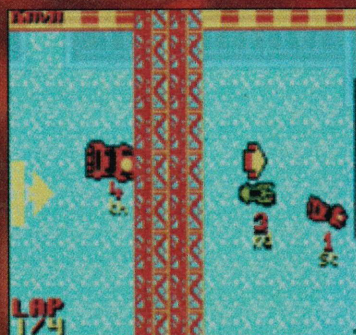
**Lastability** ★★★  
 ... and there are only eight of them! Bah!

### Final Rating

# 83

**"Bond fans NEED it, but it's still a disappointment."**





## TOTAL GB Verdict



Price	£24.99
From	Koch Media
Release	Out now
Genre	Racing
Players	1
Web	www.gaumont.com

### Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

### 👍 Flying Taxi 👍

- A brilliantly innovative race design, based on a modern classic.
- Plenty of extra fun to be had improving your time with different vehicles.

### 👍 Mini-Cab 👍

- Very simplistic graphics and not a lot of tracks over all.
- No link-up options or difficulty levels.

### Or you could try...

#### Star Wars Episode One Racer

From Lucasarts

This racer from the Skywalker Ranch is still the winner, thanks to link-up options and more.



**Graphics** ★★★  
Hardly recreates Luc Besson's world, but still good.

**Sound** ★★★  
Nothing special here, but the options are crucial.

**Playability** ★★★★★  
Fantastic two-level futuristic racing fun!

**Lastability** ★★★  
Replay is rewarding, but lack of options is a shame.

### Final Rating

# 80

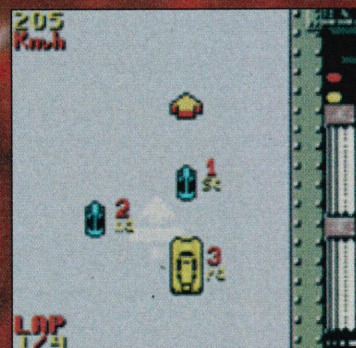
"A treat for racing fans, but it could have been so much more interesting."

# NY Race

**Does the future for GBC racers lie in the hands of futuristic New York Taxi Driver Korben Dallas? It's elemental!**



↑ Hit a few crossbars and even the most high-tech cab starts puffing.



↑ These shots may not look much, but the speed is intense.



↑ Work hard enough and you'll be able to upgrade to better vehicles.

It's a little odd that the creators of this game turned to the Nineties sci-fi movie *The Fifth Element* for inspiration, but we're certainly glad that they did! Okay, so there's more than a little similarity between this title and *Star Wars Racer*, but *The Fifth Element* was a better movie than *Episode One*, so it bodes well for a sleek, exciting racing game.

### Chicken!

You take on Bruce Willis' role of Korben Dallas, making your way around 23rd Century New York in your flying yellow cab. However, this time you're not trying to save the sexy Fifth Element, Lelu, from destruction – you're, er, racing around a bit. If you remember the full-speed chases in Luc Besson's film, then you'll get the general idea. The GBC has tried it's hardest to recreate the fast-flying action here, and done rather well.

### Big Badda-Boom

As you make your way from the slums to the final showdown, you get the chance to earn more money and upgrade to faster futuristic crates, each with their own crucial specifications. Each track is full of bonus items to help you destroy the opposition and zoom around without blowing up, which is also a boon. With



two levels to each track, the higher you soar the faster you go, but there are always obstacles lying around to keep you ducking and diving, so learning the tricks and secrets of each setting is crucial. Okay, so the complete absence of link-up options is a problem, especially as there must have been room on this cart to accommodate them, but this is still an addictive romp. Set in a super-cool world, it is a rare treat for GBC owners who may be feeling left out these days.

Jem



### In my opinion...

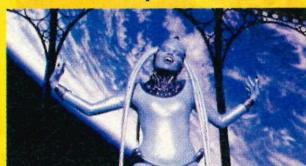
Primitive graphics, Futuristic races!

I wasn't as big a fan of *The Fifth Element* as Jem obviously was, so I'm not going to be so easy on this game. No link-ups and bad graphics make it far from a great racer. But it's still fast, fun and futuristic!

Karen

### What Is The Fifth Element

If you've never seen Luc Besson's 1997 science fiction masterpiece, we heartily recommend that you shoot off to the nearest video store and get it now! It concerns the mysterious Fifth Element, played by Milla Jovovich, who is the only thing that stands between the Earth and total obliteration. She has to be protected from the evil forces of Zorg or something by taxi



driver Korben Dallas, played by Bruce Willis. Arguably one of the best sci-fi flicks of the last decade, the movie boasts an intelligent plot, great special effects, loads of action, humour and a superb cast, including the likes of Gary Oldman, Ian Holm, Lee Evans and Chris Tucker.





it's a  
**Hum  
Dinger!**

# Doom

**Old-school shoot-'em-ups never die... they just get converted over to the latest handheld system!**

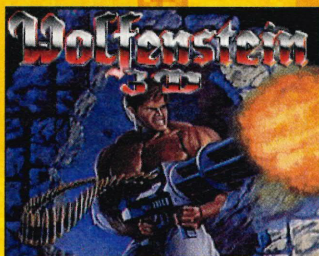
**W**e remember playing *Doom* many years ago when we were just spotty teenagers living in our bedrooms with our curtains closed... well, Jem was anyway. It was the game that really brought the first-person shoot-'em-up to everyone's attention and inspired a whole slew of copycat games, as well as the rather well-known *Quake* series that changed the face of online gaming forever. Now though, Activision has made the bold move of bringing a classic game to the Game Boy Advance – a genre that no handheld has ever done well before. So does it work?

## To Hell And Back

Considering we're talking about a Game Boy title here, *Doom* is incredible; as far as comparisons between the PC and handheld versions go, it's high-on identical. All the levels, monsters and weapons are here and the one-player game really does rock the kazbah. The fact that you can get up to three mates along for the ride makes it even more desirable, but we've got to say something about the speed... it's a

## Ja, Mein Captain!

Before *Doom*, there was *Castle Wolfenstein* – one of the very first mainstream first-person shoot-'em-ups that people loved. The idea was simple: explore the castle, blowing the heads off of any nasty German guards that happened to get in



your way. It was great, but a bit political... so we doubt you'll be shooting Nazi-types anytime soon on the GBA. Boo!

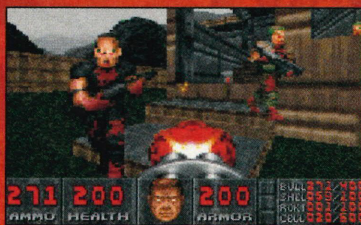
tad slow for our liking and we're sure we remember the game being faster on the PC. Speed issues aside though, this is a damn fine conversion of what has always been an excellent game and one that'll keep you occupied for absolutely ages – especially if you can get all your mates together! Yeah!

**Giant Tony**

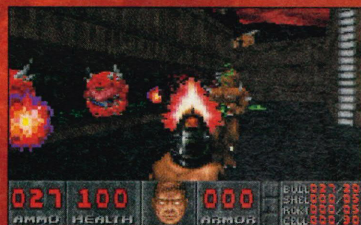


**In my opinion...**  
I was never spotty! And never closed the curtains!

Yer cheeky afroman-style get! Oh well, at least Tony's right on the money as far as the game goes. *Doom* is an undeniable classic, and the GBA version is a total masterpiece. If you described this game to anyone three years ago they'd have laughed in your face. But it's real. And it's a hum-dinger! **Jem**



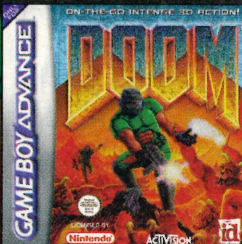
↑ It would have been nice to have a special 'reasoning' move here...



↑ ...You could have a calm chat with monsters instead of killing them?



## TOTAL GB Verdict



**Price** £34.99

**From** Activision

**Release** Out now

**Genre** Shoot-'em-up

**Players** 1-4

**Web** [www.activision.co.uk](http://www.activision.co.uk)

### Extras

- ✓ Link-up ✓ Battery save
- ✗ Passwords ✗ Mobile Link

## Blasting Fun

- Exactly the same as the PC version.
- Blast your friends to smithereens! Ha!

## Smelly Bum

- A bit sluggish in places.
- Ooh, it's just so darn hard, folks!

## Or you could try...

### Ecks Vs Sever From bam!

The same idea, only not based on an original PC game. Yay!



**Graphics** ★★★★★  
As close to the original PC version as you're going to get.

**Sound** ★★  
Not bad, but certainly not the high point of it all.

**Playability** ★★★★★  
How can shooting things not possibly be fun?

**Lastability** ★★★★★  
It's rather tough, so you'll be playing for a long while.

## Final Rating

# 91

"Very smart conversion of a game we loved way back when we were young. Aah, the memories..."





# Ecks Vs Sever

Grab your knee-length anorak and your special issue pistol. A spy is needed for some frontline action.

**W**hen you think of first-person shooting games the gloomy corridors of *Quake* and *Doom* instantly spring to mind. *Ecks Vs Sever* is, indeed, a similar style game – with loads of meaty weapons to try out – but this time round the bonus is that you can actually see what you are doing!

## Spy Hunting

You get to choose to play as Ecks or Sever and must make your way deep undercover to help the CIA. The game is fast and smooth, with colourful

graphics and easy to control characters. The action is non-stop and there are loads of missions, requiring your expert skills. There's a fantastic array of multiplayer games to take on your friends in either team games or an all-on-all fight to the death. Although it has a strange title, it's an excellent game, with plenty of superb inclusions – making it a worthwhile investment. It's so much better than *Doom*!

Russ



↑ Don't hurt this guy! It's his birthday today! Oh. Too late. Murderer.

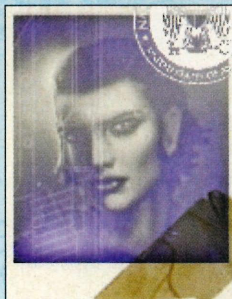
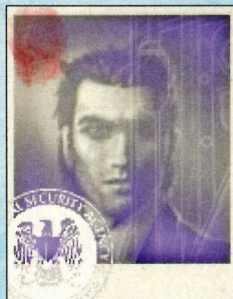


**In my opinion...**  
**Severely Ecksellent Shoot-'em-up action!**

Russ is slightly off the mark when he says that *Ecks Vs. Sever* is 'so much better than *Doom*', but it's certainly a top quality alternative. Bam should be congratulated for putting together such a classy, addictive blood-spurting romp. Lock and load! **Jem**

## Multiplayer Madness

Along with the special single player game, you can also play *Ecks Vs Sever* against three of your mates. There are several different game modes to play along with loads of levels to choose from. The Bomb Kit game is all about



finding the pieces to build a bomb and then blowing up the entire level. The Assassination game sees one person being made the assassin, whilst the others must try to protect the target. The last game is just a death match, where all players must fight to the death or time limit.



↑ Guns are bad, m'kay, and at least *Doom* only lets you kill monsters. Reality check!

↑ It's shoot or be shot, so only a fool would delay. Blast 'em!

## TOTALGB Verdict



**Price** £34.99  
**From** Bam Entertainment  
**Release** Out now  
**Genre** First-person shooter  
**Players** 4  
**Web** N/A  
**Extras**  
✓ Link-up ✓ Battery save  
✗ Passwords ✗ Mobile Link

### Super Spy

- Lots of weapons and missions to try.
- Bright, colourful graphics make it easy to see where you are going.

### Dying Cry

- Strafing is a little difficult at first.
- Who the hell are Ecks and Sever anyway?

### Or you could try...

#### Doom

From Activision

Gory first-person shooter based on the PC original. It is a little on the dark side though!



#### Graphics

★★★★★

Brilliant graphics make the game a pleasure to play.

#### Sound

★★★

Excellent gunfire noises to accompany the action.

#### Playability

★★★★

Easy to control and really good fun to play.

#### Lastability

★★★★★

Loads of missions, plus multiplayer mayhem with your buddies.

### Final Rating

# 92

"Ecks Vs Sever is an excellent game, with plenty of covert missions to test your skill."



# Tetris Worlds

it's a  
Hum  
Dinger!

## TOTAL GB Verdict TETRIS WORLDS

**Price** £34.99  
**From** THQ  
**Release** Out now  
**Genre** Puzzle  
**Players** 1-4  
**Web** www.thq.co.uk

**Extras**  
✓ Link-up ✓ Battery save  
✗ Passwords ✗ Mobile Link



- Great graphics, including 3D animated backgrounds.
- So many game options and link-up games too!



- A lot of the new versions of the game are really rather similar.
- Erm... the GBA screen's still crap, but you can't blame this game!

### Or you could try...

#### Denki Blocks From Rage

This is the only other 'must-have' GBA puzzler... so far, anyway.



**Graphics** ★★★★★  
Full colour Tetris with many busy and fun backgrounds.

**Sound** ★★★★★  
All the recognisable tunes, played discreetly.

**Playability** ★★★★★  
Remember - more than an hour will drive you mad.

**Lastability** ★★★★★  
But five minutes a day for the next five years is okay!

### Final Rating

# 90

"Look. It's Tetris. You've got to have it in your collection, surely?"

### What have the Russians ever done for us?

Has there ever been a longer lasting, more mind-numbingly addictive and occasionally satisfying but complete and utter waste of time than Tetris? Apart from watching England play cricket? Of course not. It's always been the ultimate pick-up-and-throw-down-twenty-minutes-later type puzzler. And, although titles like *Denki Blocks* certainly filled a gap and are endlessly playable, it's nice to know that the Nintendo classic is, at last, available for the Game Boy Advance.

### Vodka, Chekhov...

In many ways, you've never seen Tetris like this, and certainly not on a handheld, ever before. But once you get past the amazing new backgrounds, funky tunes and endless different game options, the best thing on this cart is just the basic Tetris game, played the same as it's always been. Of course, you can try your hand at 'Sticky', (where same coloured blocks gel together, making the challenge a little tougher) 'Fusion', (where you have to join an atom block

### Eight Fascinating Tetris Facts

- Tetris was invented in 1985 by a Russian chap, Alexey Pajitnov.
- It takes its name from the Greek for four, 'Tetra'.
- Coz there are four squares in each block, you see.
- The colour of each block in Tetris has no significance whatsoever.
- A dance version of the Tetris theme reached the UK Charts in 1990.
- Tetris sold over 30 million copies on the Game Boy.
- The blocks in Tetris are actually called Tetraminoes.
- One other really interesting thing.



to the fusion block) 'Hot-Line' (where clearing lines on marked levels gives you bonus points) and so on. But, at the end of the day, they're only a sideshow to the real challenge of pushing yourself further in the original game.

### Communism and Tetris!

In addition to moving backgrounds featuring cartoon-ish blocks, grazing deer and bizarre dinosaurs, this

advanced version also, thankfully, boasts multiplayer options, which guarantees even longer playability for you and your mates. But, in the end - of course - this is the perfect cart to keep with you for those long bacon queues, or when you're waiting to be blessed by the Pope or something. This is the ultimate advanced puzzler no GBA cupboard should lack.

Karen



Just what Tetris has always lacked - a cute little deer and a rabbit!



### In my opinion...

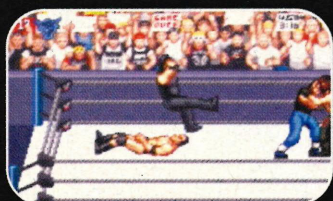
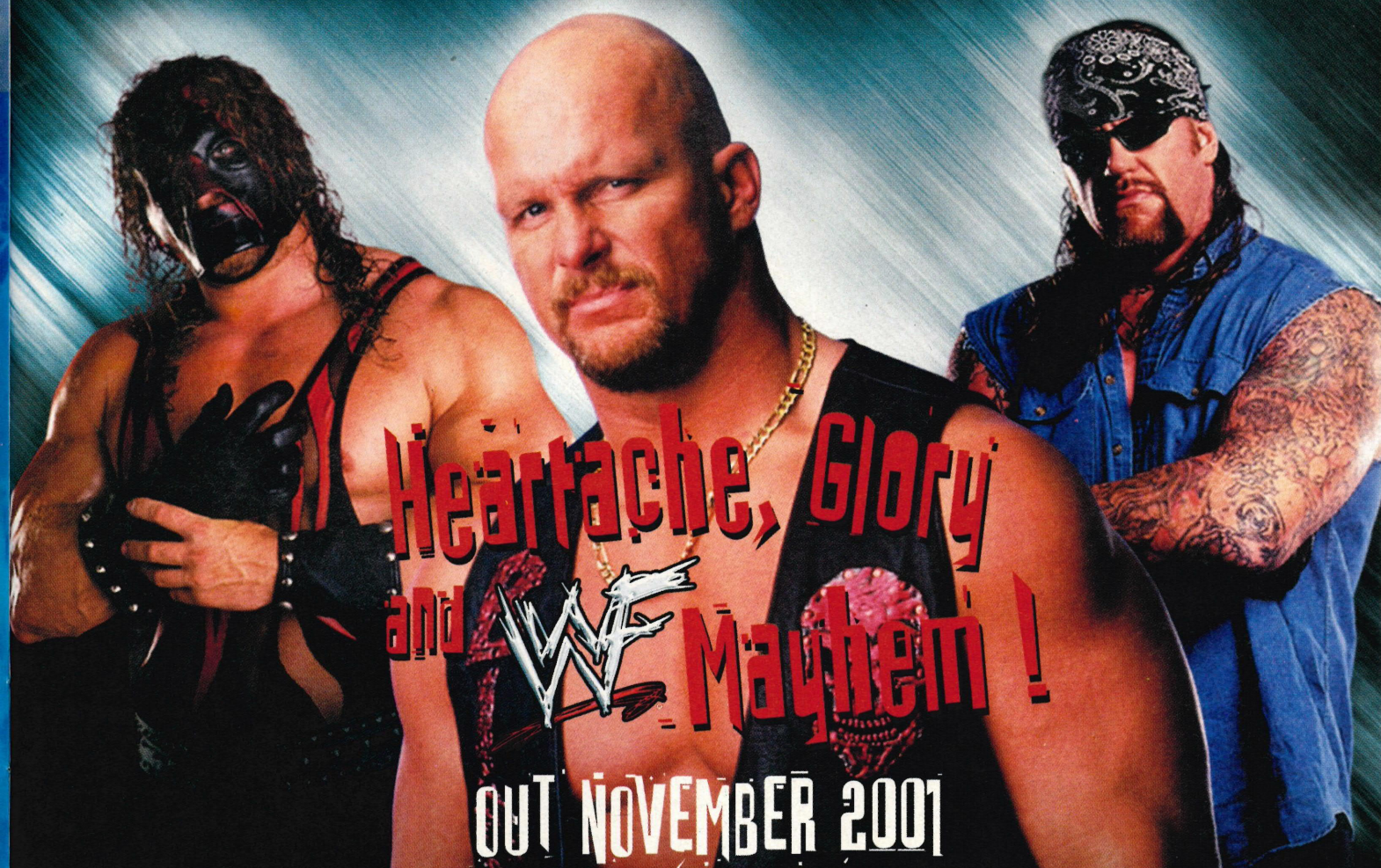
Tetris is as Tetris does - and this does!

Actually, I'm not sure what I mean by that, but nonetheless it's true that this is, to put it simply, a very well designed version of Tetris for the Advance console. No one really cares much what options you get - just let those blocks drop and I'm happy.

Nerys



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# Spyro: Season of Ice

A purple dragon, glittering jewels, talking hummingbirds, whole worlds made of honey... what the hell was in that drink?



**T**o anyone out there who has ever owned a PlayStation, he's an instantly recognisable hero. The puppy-ish eyes, the purple scales, the yellow horns – Spyro the Dragon has found his true home on the GBA. He can't fly, which is a bit crap really for a dragon. But never mind, he can still kick Rhynoc butt and that's good enough for this adventure!

## Year Of The Dragon!

You see, like in most adventures, the central heroes – Spyro, his dragonfly pal Sparx and rabbit chum Hunter – are just relaxing after defeating one evil villain when another pops up to

ruin their tranquil lives. In this case, a Rhynoc librarian, who has accidentally given himself two heads after meddling with the Sorceress's spellbooks, and now needs 100 fairy wings to change back, and rule the world, or whatever. Along with his Rhynoc hordes, he has imprisoned a hundred fairies in Ice, and it's your job to free them all and get rid of the Rhynoc nuisance until the next game comes along.

## Ice Ice Baby

In some ways, it's very much a *Banjo Kazooie* type adventure, making your way through four huge seasonal worlds and helping people in each level to get the right amount of credits to move onto the next area. Spyro may not fly, but he glides a bit, and hovers slightly. He can also butt people and, of course, breathe fire. For all its capability to surprise, sooner or later you realise that

all the levels are pretty much the same. To save all the fairies, you have to find all the jewels, occasionally catch a thief, kill all the Rhynocs, flick a few switches and sometimes search for a vase or something. These are always the tasks, but with different graphics on each level.

## Season's Bleatings

One of the main problems with the game is the ridiculous angle throughout, which requires Spyro to move diagonally, when the controls simply won't allow him to! Also, later levels have several floors to them, so you risk your hide soaring across to another platform which, although it looks level, is apparently one floor up. And when you die? Half the challenges are re-

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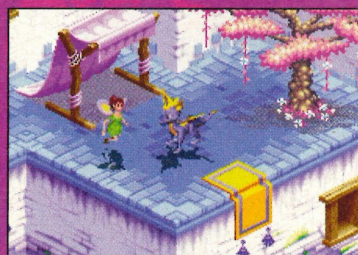


LOOK YOU BOYO!

fly for miles! If you're interested in

getting your very own dragon today, simply phone 0900 I WOULD LIKE A DRAGON and politely ask for Professor Nubunculus.

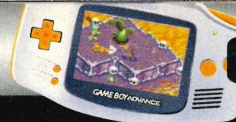
Warning: Dragons may not exist. Your home may be at risk if you do not pay anyway, or if you say anything behind our backs.



↑ Every fairy has something dull to say when you release them.







set and you've got to do it all again, with no map and very little long vision. In fact, this game is unbelievably hard. In addition to each of these huge, exhausting levels you also get a shoot-'em-up maze starring Sparx, and a great looking flight-against-time, which

**"Spyro may not fly, but he glides a bit, and hovers slightly."**

took us five staff members and four hours to get through. Which begs the question – who's the game for? When die-hard games freaks have problems completing a level, what chance does the average Spyro fan have? At least the difficulty level adds longevity to your adventure and there are loads of things to go back and collect later on. In fact, all the grousing in this review is only there as a little disclaimer to the statement, shouted from the mountain tops: **THIS IS THE BEST ADVENTURE ON THE GAME BOY ADVANCE!**

Simon



**In my opinion...**

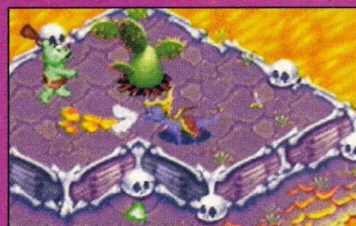
**Flying fun for serious gamers!**

Wow. This game has to be seen to be believed, the sheer quality of the graphics and the attention to detail throughout is breathtaking. But, by god it's hard! This is one to keep tucked away and just have a go now and then. Otherwise, despite the glorious graphics and fun ideas, it will irritate the hell out of you!

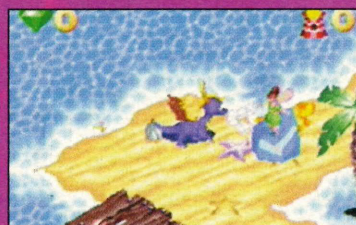
Jem



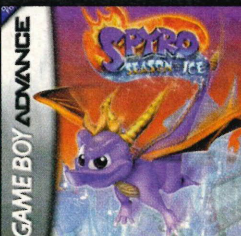
↑ It's worth killing the bunnies just to stop the annoying 'boingy' noise.



↑ The early Rhynocs are crap, but later levels contain serious danger!



## TOTALGB Verdict



**Price** £34.99  
**From** Vivendi  
**Release** Out now  
**Genre** Adventure  
**Players** 1  
**Web** www.spyro.com

**Extras**  
✓ Link-up ✓ Battery save  
X Passwords X Mobile Link

### Season Of Ice

- An absolutely massive adventure – detailed, busy, funny, addictive and original!
- Graphics are beautifully rendered, brilliantly detailed and there are very few buggy moments.

### Season of Arse

- The irritating tunes sound like the theme to Russ Abbott's Madhouse
- The difficulty level creates a, err, difficulty. Kids'll fall at the first fence, adults may even flounder.

### Or you could try...

**Lego Island 2**  
From Lego Interactive

You'd be a bit hard pushed to find a comparable adventure, but this piece of Lego fun will do.



**Graphics** ★★★★★  
There's been nothing like it on the GBA! Immaculate design.

**Sound** ★★★  
SFX are okay, but the tunes grate easily, so it's best to turn it down.

**Playability** ★★★★★  
Too hard for kids, too cute for adults? That's one problem this game may face, but it's still very addictive.

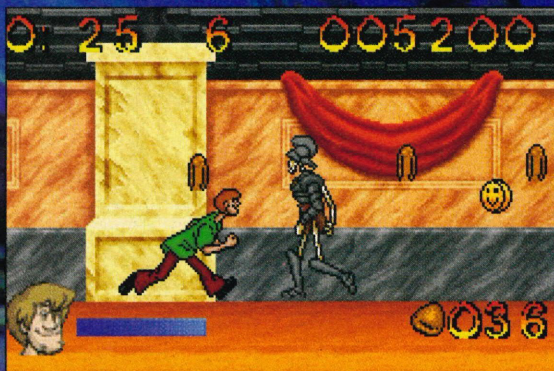
**Lastability** ★★★★★  
Lots due to the difficulty level, this will take a long time to complete – and you're not finished even then!

### Final Rating

# 96

**"The dragon rules on the GBA this month. GBA fans simply must step into Spyro's world!"**





# Scooby Doo & The Cyber Chase

**Scooby Dooby Doo, why don't you... just get lost?**

If somebody likes Scooby Doo, you know they're bound to be pretty cool. The ghostbusting Great Dane's adventures definitely stand out as the grooviest cartoons ever, and without a doubt should make for the most compelling, fun, hilarious and mystery-strewn videogames available. Especially this game, as it's based on the movie, which pits the Scooby gang against a villainous virus in their very own computer game! Just think of all the possibilities for the handheld version!

## Scooby Don't

Instead, what do we get? A platform-style adventure shocking in its sheer laziness. Instead of lives, you get to control each of Mystery Inc in turn. First, you have to collect three CDs in order to get the laser, which zaps you into cyberspace, working. You do this by strolling across and collecting them. No challenge there. When you get into



cyberspace, there are – count them – SIX LEVELS!!! First you collect Scooby Snacks in a Roman coliseum, then on a jet ski, then in a prehistoric jungle, a snow chase, arcade, etc, etc. It boils down to three awkward, unentertaining platform levels, a couple of side-scrolling chases and a showdown.

## Zoinks! I Like... Completed It!

That's it. You unmask the baddy, he shakes his fist, game over. You could change the skill level from Normal to Hard, but what's the point? Just THINK of all the great link-up games you could have had, considering that the game is all about cyberspace? All the fun you could have had with the Scooby gang? There's nothing in this game. We really tried to sound optimistic in our preview, but we knew – once again – they'd made an absolute stinker out of a brilliant cartoon. Between the GBC game and this, it must be the biggest waste of a licence in videogame history.

Jem



Why custard pies should turn guards green we don't know.

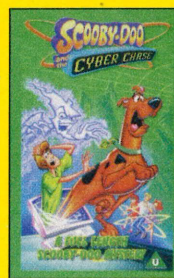


The boss levels are a bit more fun, and they boast classic enemies!

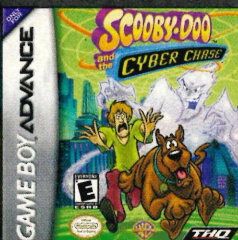


## Cyber Chase: Da Movie!

The latest in the brilliant series of feature-length Scooby Doo movies is almost as disappointing as the videogame version! The Mystery Machine gang wind up at university to meet their old school pal Eric, who has invented a Hyper-Laser capable of moving people and other objects effortlessly between the real world and 'cyberspace'. While testing the laser they accidentally unleash a computer virus into the real world. It doesn't quite match up to the quality of *Zombie Island* or *Alien Invaders*, but there are enough Scooby Snack-fuelled high jinkies to keep most Scooby fans happy – and it is available now on VHS and DVD.



## TOTALGB Verdict



Price	£34.99
From	THQ
Release	Out now
Genre	Adventure
Players	1
Web	www.thq.com

Extras  
 X Link-up X Battery save  
 ✓ Passwords X Mobile Link

## Scooby Doo

- Nice graphics – the gang look better here than they do in the cartoon!
- The SFX and music aren't irritating, but could have been a lot better.

## Scabby Poo

- Horrible to control, dull challenges and a million platform clichés.
- Hardly any levels and no proper options at all. No bleeding link-up.

## Or you could try...

### Scooby Doo Classic Creep Capers

From THQ

The other hugely disappointing Scooby game – but even this was better!



**Graphics** ★★★★★  
 Well, not amazing, but they could have been far worse.

**Sound** ★★★  
 The Scooby theme sounded better on the GBC!

**Playability** ★★  
 The characters move really awkwardly and the challenges are rubbish.

**Lastability** ★  
 What can we say? Six or seven levels and no link-up? I MEAN, COME ON!

## Final Rating

# 55

"As a Scooby Doo fan, I am personally offended by this game."



## In my opinion...

It really is an embarrassment!

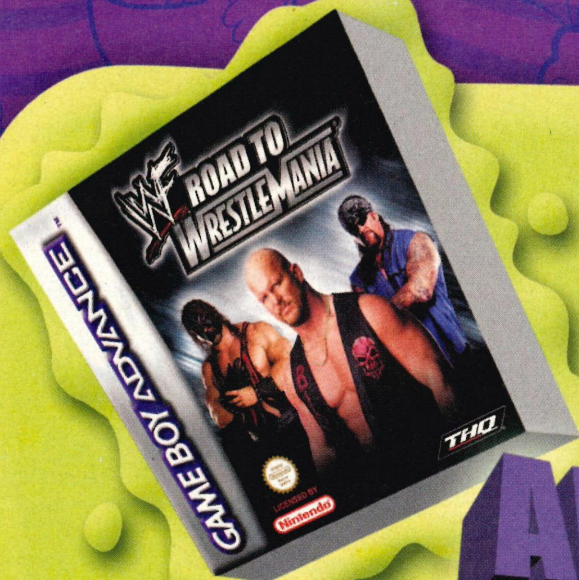
Developers shouldn't be able to get away with this! Just because a game has a famous name doesn't mean it will sell well. It'll sell a lot, sure, but that's coz gullible kids will buy it because it's Scooby. Not good enough; we want gameplay!

Giant Tony

This is the last level. You should reach it in about twenty minutes.







# ADVANCED FUN!



Also available from THQ...

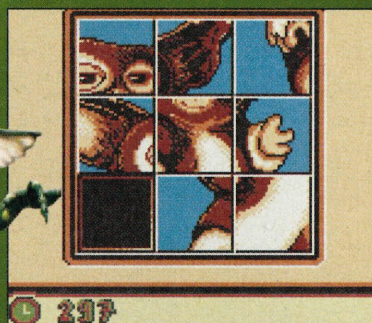
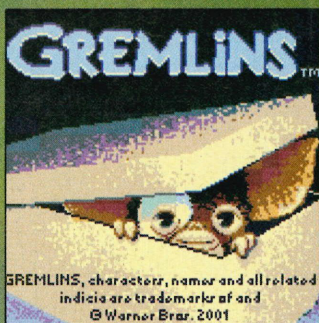


[www.gclub.net](http://www.gclub.net) [www.thq.com](http://www.thq.com)



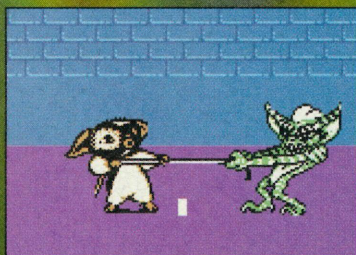
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# Gremlins: Unleashed

**Don't feed them after midnight... Don't get them wet... But DO buy this game!**



↑ The Tug of War and Racing mini-games make for added value.



**In my opinion...**  
**Just don't feed 'em after midnight!**  
 You can feed me though. And I'm all right with water and light. Anyway, back to the matter in hand. The game's okay, gets a bit dull, but that's where the mini-games come in to save the day! And there's link-up too, for even more fun. **Giant Tony**



**T**he creature feature, *Gremlins*, was an absolutely monstrous hit back in 1984. The tale of a small American town besieged by scaly mischievous monsters spawned a sequel, a gazillion toys, lunch boxes and computer games, and now the ghastly gargoyles are back, on both the GBC and GBA.

## Meet Gizmo!

When Billy is given a cute little Mogwai called Gizmo one Christmas, he was given three crucial rules to obey – keep him away from the light (he hates that), keep him away from water (it makes him multiply) and, most importantly of all, never feed a Mogwai after midnight. When this final rule was ignored, the evil Gremlins were born and now they're taking over! In this excellent adventure, however, you get the chance to take on the role of Gizmo and save the town – or play Stripe, the villainous Gremlin leader, for a far more dubious adventure.

## And Stripe!

Despite the great graphics and the original character/adventure choice, this is a pretty run-of-the-mill platformer. As



Stripe, your aim is to avoid the traps and collect water in order to spread more Gremlins throughout the world. Gizmo, on the other hand, has to destroy Gremlins on every side until it's safe to walk the streets. There are plenty of things to collect and tricky obstacles to avoid but, unfortunately, it gets repetitive after a few of the ten levels, and it's very easy to lose your way throughout. That's why it's a jolly good job that the designers have also put in three really fun mini-games – slide puzzles, tug of war and a race, which lets you take on your pals via the link cable. Not much, but a really fun little package for Game Boy Colour owners of all ages.

**Jem**



## Gremlins: The Truth

A Study by Prof. Billy Dontbeahero

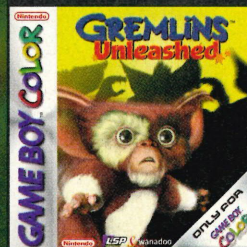


What? I don't know the first thing about Gremlins! Okay, how much? Forty quid? Oh, okay then. Gremlins do exist I tells ya, and the filthy little goblins can be found fiddling around inside all sorts of household gizmos, making sure that they break down just after the guarantee runs out. They live on Twiglets and cream, and reproduce on Thursday nights. Listen out for the panting from your kettle. The only Gremlin in captivity runs a late night chat show on UK Play. Is that enough?

Prof. Dontbeahero isn't even qualified, for Christ's sake.



## TOTAL GB Verdict



Price	£24.99
From	Koch Media
Release	Out now
Genre	Platform
Players	1-2
Web	www.gremlins.com
Extras	
✓ Link-up	✓ Battery save
✓ Passwords	✓ Infra-red
✓ Printer	✓ Rumble Pak

## Swimming Pool

- Great graphics, with plenty of detailed secrets on every level.
- Three cool link-up mini-games to collect – and Gremlins to swap too!

## Microwave

- Irritatingly repetitive platform action. But at least there are two different adventures!
- The music and the SFX are instantly turn-down-worthy.

## Or you could try...

### Robocop

From Titus

Another classic Eighties movie that has been dug out and dusted down for the GBC.



**Graphics** ★★★★★  
 Finely designed little critters on your GBC.

**Sound** ★★  
 Not the proper theme and it's really irritating.

**Playability** ★★★  
 The platform action gets repetitive very early on.

**Lastability** ★★★★★  
 Ten levels times two, plus link-up options. Super!

## Final Rating

# 82

"A mischievously little classic, worthy of a Crimbo purchase!"



# Game Boy



**Welcome to our world...  
leave your cares behind!**

**Pokémon  
Crystal &  
Banjo  
Kazooie  
posters  
start on  
page 41!**

## Link-Up

**Letters, emails, SMS**

More of your witty words and poetic prose.  
Well, more moaning really... and some praise.



**36**

## Osmondle

**Meet the Pukémoppets!**

Osmondle investigates a horrific underground  
cult that likes forcing animals to battle.



**37**

## Dr Shrew

**Get your dictionary at the ready!**

This month it's all about words. Big ones at that.  
It's exciting stuff, kids!



**38**

## Why Don't You?

**Reader Reviews -  
Ready To Rumble 2 Boxing**

It gets a beating, read on to find out why...



**39**

## Stuff

**Take i-Cybie for walkies today!**

To be perfectly francis, we have no idea what this  
text-a-dog business is all about. But take a look!



**40**

## Win! Win! Win!

**Games galore!**

Robot Wars, Spyro: Season of Ice, Snood  
- my, aren't we just soooooo generous!



**46**

## The Gallery

**More museum pieces**

Mona casts her critical eye over your works of  
art - look out Monet, these pieces are classics!



**48**

## Puzzles

**Word Mania**

More random crossword clues to solve, then have a  
go at the Thunderbirds' Spot The Difference!



**50**



# Link-Up

## Link To Us!

**It's no bliddy good ringing up this (very old) number and demanding an Xploder. Only intelligence and praise will prevail!**

**MAIL:** Link-Up, TGB MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Boumemouth BH1 2JS.

If we had the time to enter into personal correspondence, we still wouldn't, because we'd have better things to do.

**EMAIL:** Or email us at [jem@paragon.co.uk](mailto:jem@paragon.co.uk), making sure to mark your mails 'LINK-UP'. If not, it's instantly trashed.

**TEXT:** 07941 921 854, at any time as long as it's STRICTLY between 9am & 6pm, and **NO CALLS!** One person's already been reported to the cops!

And whoever the sick monkey with a fixation on Karen is - you have no willy!

## Letter Stats!

Amount of letters that arrived just at the last minute	50%
Amount of emails and texts from disturbing children	20%
Amount of contacts that had us seriously thinking about contacting the police	10%
Amount of pictures that were quite obviously traced.	30%
Amount of six foot tall German wasps playing the ukelele	5%

**TOTALGB**



**Star Letter**

**The sender of the Star Letter each issue wins an XploderGB courtesy of our friends at Fire!**

## The Prodigal Fan

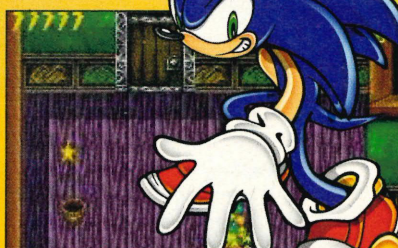
Dear TGB

Well, I'm back, and I'm glad. I was wooed away from TGB after buying practically every issue of something else by the promise of a video or some other free tat that ended up being chucked in the bin, but I found myself disagreeing with all the reviews in the other mags, and put off by the bad pictures and half-naked girls! Plus, of course, they just weren't weird or funny enough for my liking, and my mate Rob actually wet himself when I was reading out some of the stuff from your last issue.

I've got a question for you. How come the issues that come out sometimes don't have any of the things you promised the previous issue? I mean, it's always a great read and all that, but what happened to the *Harry Potter* review? I'm desperate to hear your opinion on them before I go out and waste my money! Keep doing what you do, coz it works for me and all my friends!

Charlie Sue Forrest, West Brom.

We try our very best to please, Charlie Sue (what a cool name!) and if we didn't have the chance to warp your minds with weird stuff we'd never come in to write the mag everyday! It's true that the actual issues don't always stick to our original ideas, but the Game Boy Advance market really is mad, people! No single game seems to stick to its planned street date from one day to the next! The *Harry Potter* games sit gathering dust in a high security bunker somewhere, *Advance Wars* (which we reviewed last ish) was suddenly (and rightly) pulled altogether at the last minute, and now *Sonic's* not being released this year. So if all that annoys you, imagine how much hair gets pulled out in desperation here! Still, just to make sure that you keep spreading the good word about TGB, here's an Xploder from Blaze to help you smash them games.





# Stop The Mice!

Dear TGB

I had this thought recently. With *Jurassic Park 3: Park Builder* coming out soon, do you think more strategy sims could be made specially for the GBA? Here's an idea: if games such as *Command & Conquer* could be made for the GBA, a mouse could be made as well. It would be connected in the link port and would have four buttons, the usual B, A, L and R buttons. And to make playing sim games even easier, a stand – which the GBA sits on and can be adjusted by height and the angle it faces. And if it's

too dark, there could be lights on the stand. There's a couple of problems with the mouse though. You won't be able to play multiplayer games – and you can't use it whilst walking around and you can't use it in the car unless you have a fold-out table in the back seats or when at home you need to sit at a table or desk.

Steven Shields, via email

Well, no offence me old china, but that has to be one of the daftest ideas we've heard in a good while: a peripheral that

stops a handheld being portable. It's not ideal, but the idea of any of these games on the GBA is to do everything (or as much as possible) that a PC game can do with the GBA buttons and screen. Also, any mouse-type add-on to a console spells disaster, and always ends up gathering dust in the bottom of the cupboard. Anyone remember the mouse for the SNES? Total waste of time. Still, Steven, they've done it once, so your idea may see the light of day still.

**OSMONDLE THE FROG**

THE LEGEND DOESN'T HALF GO ON. LEVEL THREE. ANYWAY, PRINCE OSMONDLE HAS CREATED, JUMPED & HACKED HIS WAY THROUGH MANY BIZARRE WORLDS, FACING BOSSES AND FOUND KEYS TO GET THROUGH DOORS. WHAT'S THIS GOT TO DO WITH SAVING PRINCESS WAFFLES ANYWAY?

OH, GREAT, A BLUE KEY. WONDER WHAT DOOR THIS GOES WITH?

HI! I'M ALF! DO YOU FANCY A BATTLE, FROG FACE?

WHAT THE HELL'S THIS NOW?

ANY TIME, BOYO. BRING IT ON!

THIS CHAP'S A MENTALLER! WHAT ARE YOU ON, ALF?

ER, YEAH. JUST WAIT HERE A SECOND.

SO WHAT D'YA SAY? LET'S BATTLE!

WHY, NOT LIKE THAT, SILLY. WITH THESE LITTLE CREATURES. LET'S BATTLE!

THEY'RE CALLED PUKÉMOPPETS! WE TRAIN THEM, KEEP THEM IN TINY BOXES AND THEN MAKE THEM FIGHT!

HELLO, R.S.P.C.A.?

HE'S OVER THERE MATE!

KIDS! FORCING ANIMALS TO FIGHT IS CRUEL! AND SAD. SEE YOU NEXT ISSUE!

PUKÉMOPPETS ARE SUCH FUN!





# Link-Up

## Money For Old Cack?

Dear TGB

Firstly, I have to agree with issue 21's Star Letter writer about *Metroid* being a great game and I can't wait for the Advance version to come out.

Secondly, I bought *Mario Kart*, *Iridion 3D* and the US *Kirby's Tilt 'N' Tumble* (which is brilliant). I admit, *Mario Kart* is a fabulous game and *Iridion* has some good graphics, but I've completed every single mode on them already. Please can you give me some advice on getting a game that I won't be wasting my money on and that will last ages?

Thirdly, why are a lot of the games for the Advance just conversions of old ones? Like *Rayman*. I was very disappointed when I heard about *Sonic* just being a conversion. Why can't they produce new ones? In issue 20 when I heard about *Crash Bandicoot*, I thought great. Can you tell me if that's going to be a conversion or not? I know I'm just being picky, the Advance is great and everyone should save up and buy one!

Nick Cohen, Leeds

To be honest, Nick, if you completed every mode on *Mario Kart* that quickly, including all the SNES tracks and everything, then there isn't going to be much that will keep you playing for long. Why not get together with some pals for link-up tournaments, they're fab!

Otherwise, it won't be long until *Mario Advance 2* is out, and that will blow your mind! Okay, so it's yet another conversion, and we have to agree the amount of cheap SNES titles thrown onto the GBA is annoying, but *Sonic* should be a lot more than that, son! Just to set your mind at rest, we're assured that *Crash*, like *Spyro*, is a totally new adventure. Whether you'll take more than a day to complete it, we just don't know yet!



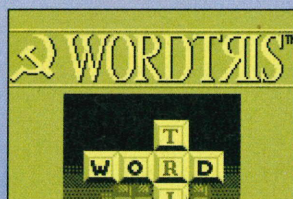
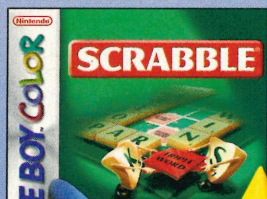
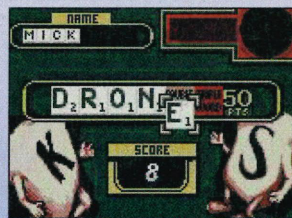
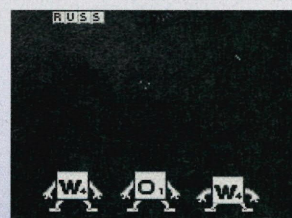
## It's Dr. Shrew!

### Dr Shrew Investigates!

Sesquipedalian Verbiage with the Quantum, quadruped.

Right. No more bouncing bugs, no more gun-toting elephants, this month we're talking word games. Whoops, there goes the thick bunch. So, we can be sure that the only people left reading this are the ones with two brain cells to rub together. Why this sudden urge for a more intelligent form of classic game? Well, I had a bit of a word with the humans what write this publication, and it seems that Ubi Soft is releasing a super version of *Scrabble* for the GBC this month, but there simply wasn't enough room for it! So to redress the balance, I'll simply say that the GBC game is a must-buy for everyone out there who wants more out of a game that a blistered thumb – and look at some monochrome word games that are well worth travelling back in time for.

First up is, of course, the monochrome *Scrabble*. This old game certainly isn't a patch on Ubi Soft's new cartridge, and is hard to find (unless you're a Time Rodent), but nevertheless it still passes a happy century or so. For a better, more original challenge, keep an eye out for *Wordtris*, which is a 1992 game from Sphere. Just like in *Tetris*, blocks fall down and you have to prevent build-up, but in this game the blocks are letters, and the only links you can make are words. Unfortunately, the letters are always crap, so if you want a better challenge, try Jaleco's *Wordzap!* from way back in 1990. With this you have to fill up an empty block with words from a very small choice of letters. It's a real head-scratcher, even for a super brainy rodent like me! See you earlier.





# SMS CORNER

More insane ramblings from your mobiles. Or at least, the ones we could print, you filthy minded little...

HI UR MAG IS DA BEST! LAST WEEK I BOUGHT A GBA. IM 28, BUT WHO CARES, ITS BY FAR THE COOLEST 110 QUID IVE EVER SPENT!

I JUST GOT MY FIRST ISSUE 2DAY. ITS WICKED. MOST THINGS LIKE THIS R PANTS BUT URS IS COOL... GREAT MAG! MORE INFO &

PICS OF POKEMON MINI PLZ! SEAN FROM KINGSTON.

HIYA TGB! ID REALLY LIKE 2 PLAY THEM DR SHREW GAMES (ESP. THAT KID DRACULA!) AND MY MATE SAID OSMONDLE SUCKED BUT HE DINT GET THE JOKE COZ HES THICK AS CAMEL POO.

## WHY DON'T YOU...?

If you're after free games, there's only one way – and that's to tell us your opinion of GBC and GBA games past and present! And, just to show that you don't have to like a game to share your opinion, here's Edward Butterfield of Welwyn Garden City with his trashing of *Ready To Rumble 2 Boxing*, for which he gets a copy of *The Lion King*.

## Me And My Game Boy

No.7



By Salvador Dali

I was told that the Hedgehog of Sonique was the issue of my talk. Who is this Sonique? Why does he seek for the rings always? To me, he is like a cucumber, flying through the night sky while burning pelicans scream from below. And Tails is, to me, the true hero. A fox with two tails is like a lobster with a beard – something to admire. For we must all face our own Robotnik at times, whether we are a cucumber or a giant clam with the face of Cat Deeley, playing Subbutoe with a melting Demon, in the dark. Gracias.

Next month: The Three Wise Men on three-player link-up action!

# Ready To Rumble 2 Boxing

I'm a die hard platform game fan, but when I saw *Ready 2 Rumble Boxing* for £15.99, I decided it was time for a change. *R2RB* is a beat-'em-up game with seven fighters to choose from, but only two modes of play: Arcade and Championship. Oh, the thrill of originality!

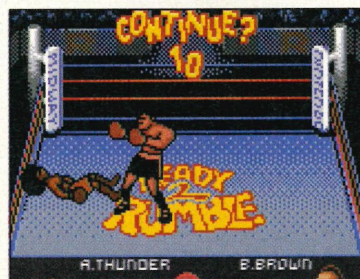
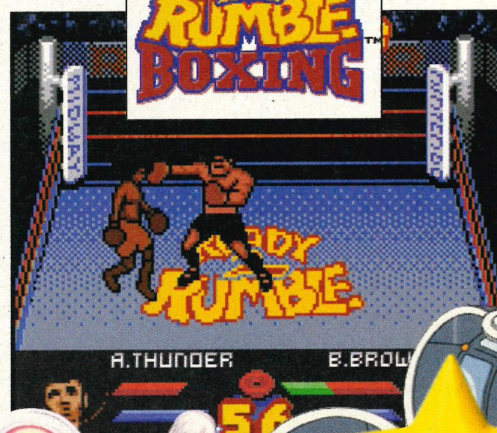
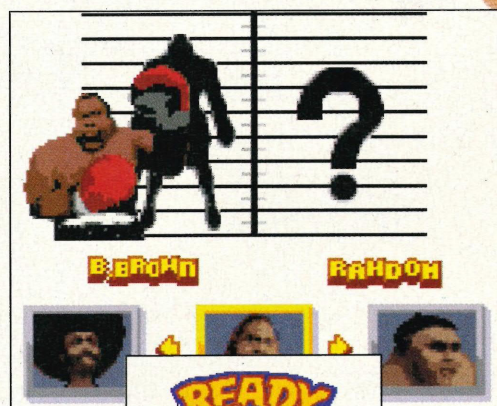
*R2RB* has to be one of the worst games I've ever played on GBC. The punches sound more like slaps and there's no music at all while you fight. Hitting your opponent is extremely difficult and the boxers look tacky and dull. You get a good smash up at first, but it soon becomes really frustrating and boring.

The only good point I can see is that the graphics are pretty damn good

when you and your opponent are entering the ring.

In my opinion this game is a disgrace to the Game Boy Color label. Avoid it like your Dad's underpants.

22%



Think you can do better? Why don't you? Send your reviews to us via email or the usual address. There's a Game Boy title for every printed review. Don't hesitate to get in touch if we get your name wrong or anything like that.



# Text now for top dog ringtones with more byte

i think, therefore...

**i-Cybie.**

[www.icybie.co.uk](http://www.icybie.co.uk)

**Full robotic motion, artificial intelligence, unprecedented interactivity. Around £180.00**

**Enter The i-Cybie Virtual Walkathon and Win!**

Take i-Cybie for a virtual walk using your mobile phones and you and your mates could win an exclusive and strictly limited edition i-Cybie ringtone for your phone.

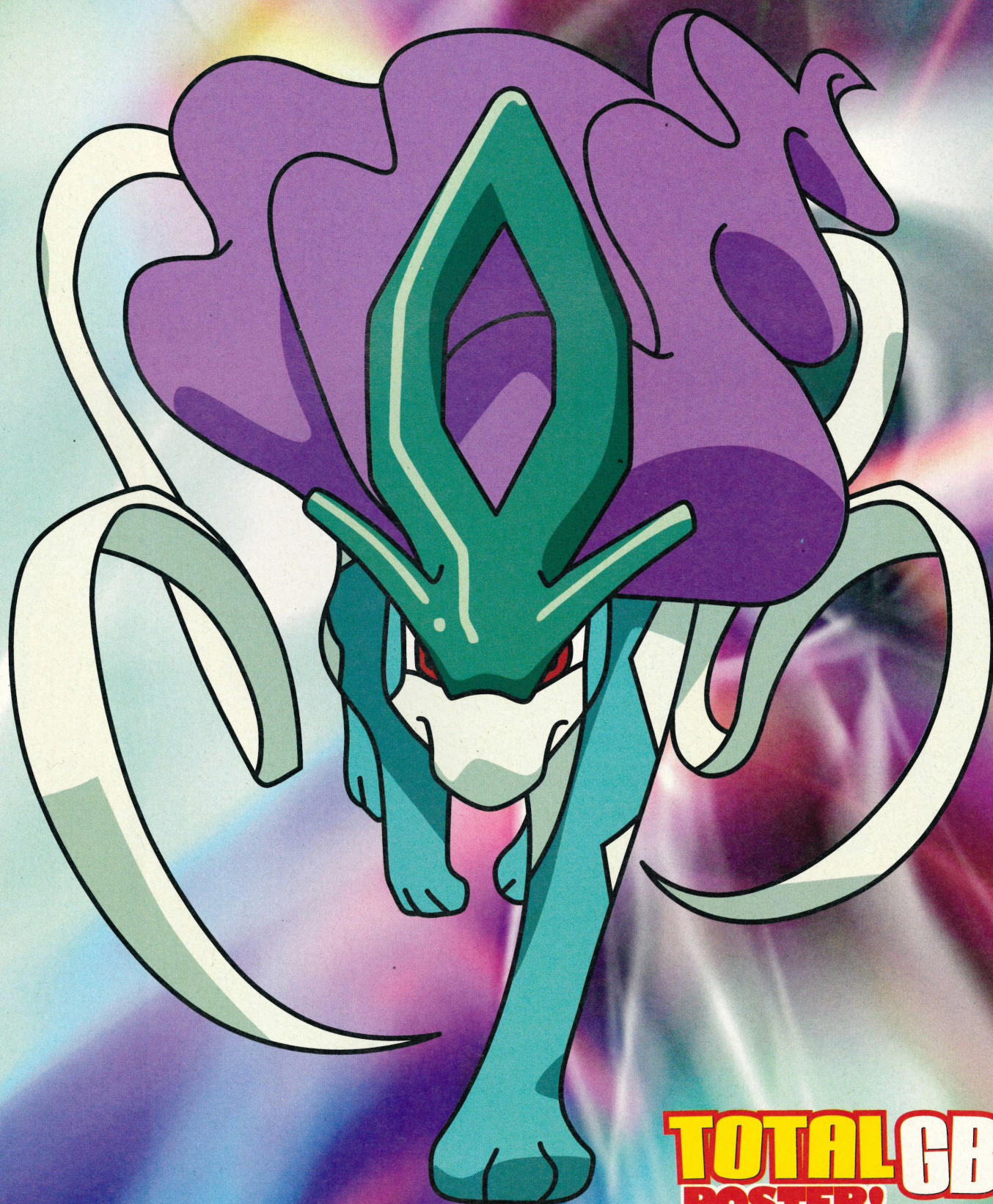
**Here's what you do....**To start taking i-Cybie for a walk, you will need to text in the word 'WALKIES' plus your name to **0777 000 7416**, like this: 'WALKIESJON'.

We will then send you a message giving you instructions to text us the details of a friend in order to continue to take i-Cybie for a walk. We will then pass i-Cybie's lead to your friend who will also need to text in details of a friend and so on. If you can get 9 mates to walk i-Cybie then you will all get a free, limited edition ringtone sent to your phone.

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# POKÉMON CRYSTAL



**TOTALGB**  
**POSTER!**



# Banjio Kazooie







**TOTAL GB**  
**POSTER!**



# POKÉMON CRYSTAL



**TOTALGB**  
**POSTER!**



# THE POWER OF ATLANTIS IS IN YOUR HANDS!



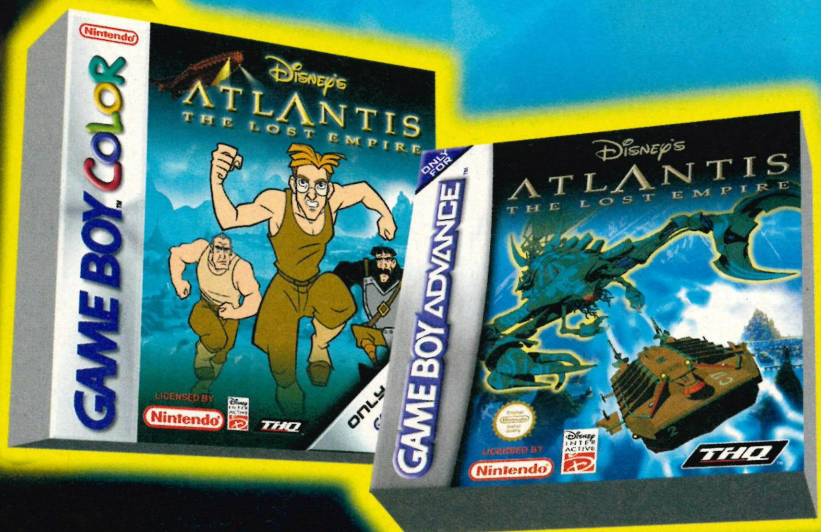
Take the mystery and  
adventure with you,  
wherever you go!

Disney's  
**ATLANTIS**  
THE LOST EMPIRE

**GAME BOY ADVANCE**  
**GAME BOY**  
**COLOR**



[www.thq.co.uk](http://www.thq.co.uk)





# Win! Win! Win!

## Enter The Dragon Compo

Which country has a red dragon in the centre of their flag?

- ☐ A. Wales
- ☐ B. Ireland
- ☐ C. Ipswich
- ☐ D. China

What is the name of Spyro's dragonfly pal?

- ☐ A. Yazoo
- ☐ B. The Flying Pickets
- ☐ C. Roxy Music
- ☐ D. Sparx

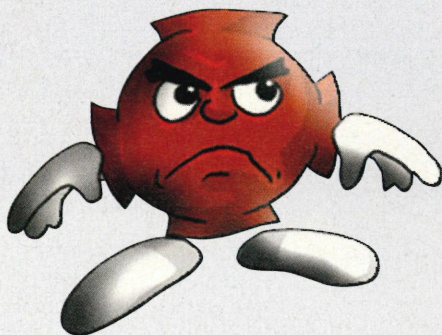
Spyro first appeared on which practically defunct console?

- ☐ A. Super Nintendo
- ☐ B. Sony PlayStation
- ☐ C. SEGA Saturn
- ☐ D. Werthers Original

## Do You Snood Compo

A 'Snood', apart from being a strange blob in the game, is also a what?

- ☐ A. A breed of pig
- ☐ B. A lady's scarf thing
- ☐ C. A cure for bandy legs
- ☐ D. A kind of French sneeze



My name is .....  
 I live at .....  
 My postcode is .....  
 My telephone number is .....  
 My email address is .....  
 I was born on.....

From time to time you may be sent news about exciting new products and opportunities that are of interest to Total GB readers. If you do not wish to receive such information please tick this box. ☐

## Total GB 23

Cut out this voucher and send it in to...

Compo's 23

Total GB

Paragon Publishing  
 St Peter's Road  
 Bournemouth  
 BH1 2JS

Closing date 2 January

# Win! Win! Win!

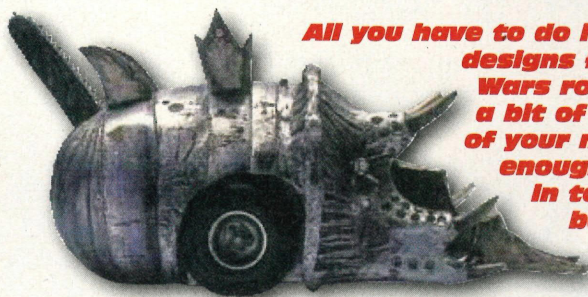
**Well, what's the point in the games if you don't have the console to go with them? We have a brand-spanking, shiny, lovely, new Game Boy Advance to give away with each of our superb titles this issue - plus other consumer products, guaranteed\* to make you the envy of your friends and the darling of society, or something.**

\* Guarantee is totally worthless. But never mind.

# Start Your Engines Per-Lease!

**H**aving read our review of the latest metal-crunching, world-beating release from BBC Interactive, you're bound to be dying to get into the Advance Robot Wars game yourself. In which case, you'll be glad to hear that we can not only offer one lucky winner a

Game Boy Advance and a copy of the Robot Wars game, but also a fantastic Robot Wars robot of their own! Yes! This fully functioning remote-controlled Matilda is in the shops in time for Christmas, weighing in at £56.99, but can be yours for FREE!

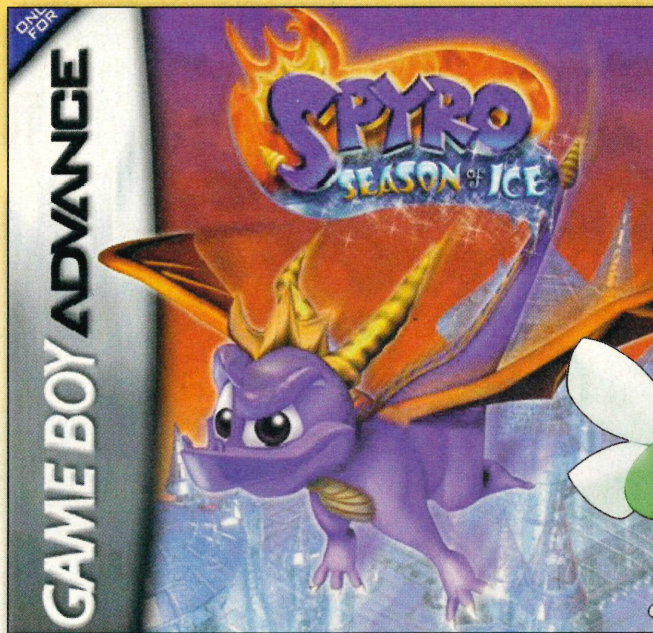


**All you have to do is send us in your own designs for the ultimate Robot Wars robot. Don't go mad, just a bit of a design and the name of your mechanical beast are enough. And make sure it's in to the usual address before 2 January.**





# Enter The Dragon!



**T**here's certainly no doubt in our collective minds that Spyro: Season of Ice is the greatest adventure game yet to be designed for the Game Boy Advance. And, thanks to those super folk at Vivendi Universal, we have three copies of the addictive title to give away to runners-up type people, and a copy of the game PLUS a totally free GBA for the overall winner. To get your grubby mitts on this fantastic contraband, simply answer these three questions to the best of your ability, and get the answers in to us no later than 2 January.



**Which country has a red dragon in the centre of their flag?**

- A. Wales
- B. Ireland
- C. Ipswich
- D. China

**What is the name of Spyro's dragonfly pal?**

- A. Yazoo
- B. The Flying Pickets
- C. Roxy Music
- D. Sparx

**Spyro first appeared on which practically defunct console?**

- A. Super Nintendo
- B. Sony PlayStation
- C. SEGA Saturn
- D. Werthers Original

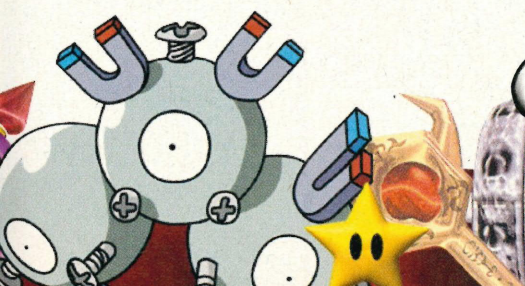
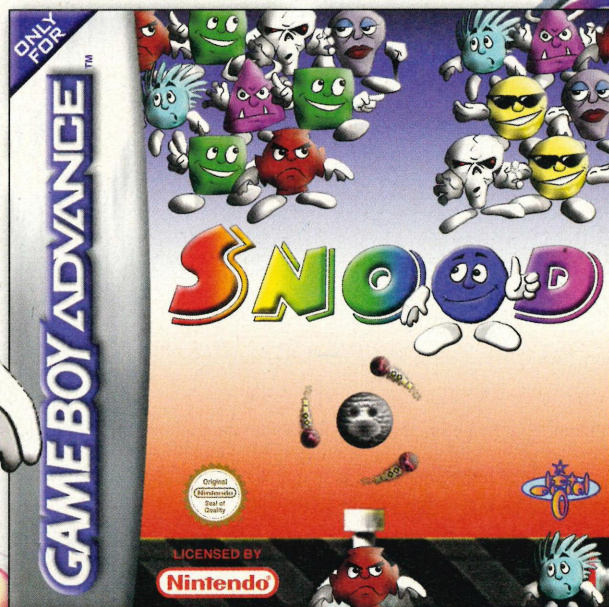
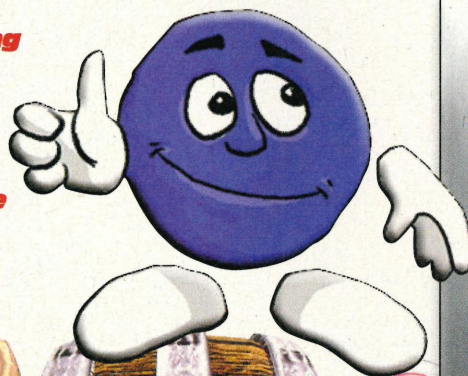
# Do You Snood?

**T**o celebrate the launch of addictive puzzler Snood, Digital has given us a top-of-the-range (okay, there's only one range, but it's still MAGNIFICENT) Game Boy Advance to give away, plus a copy of the game for one lucky, lucky git. And there's five

copies of the game for those not quite so lucky, PLUS super-cool Snood baseball caps and pens for all winners! For your chance to win these puzzle-tastic packs, simply answer this question before 2 January, and send the voucher in to the usual address.

**A 'Snood', apart from being a strange blob in the game, is also a what?**

- A. A breed of pig
- B. A lady's scarf thing
- C. A cure for bandy legs
- D. A kind of French sneeze





# The Galler

TGB World



OH NO! YOU'VE ER, CAUGHT ME HAVING A QUICK... SHAVE. WELL, I AM 400 YEARS OLD! JUST LOOK AT THE PICTURES AND FORGET YOU EVER SAW ME LIKE THIS.

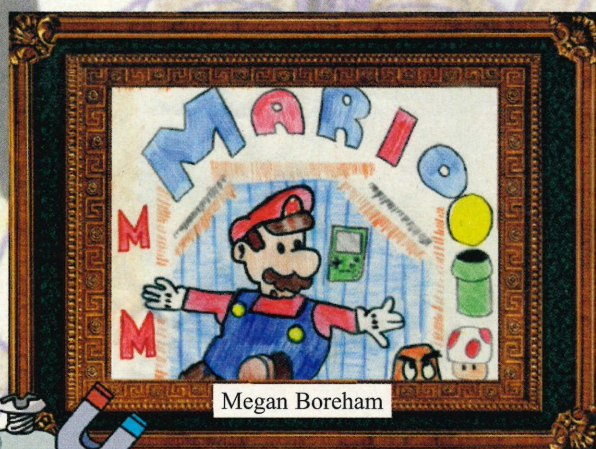
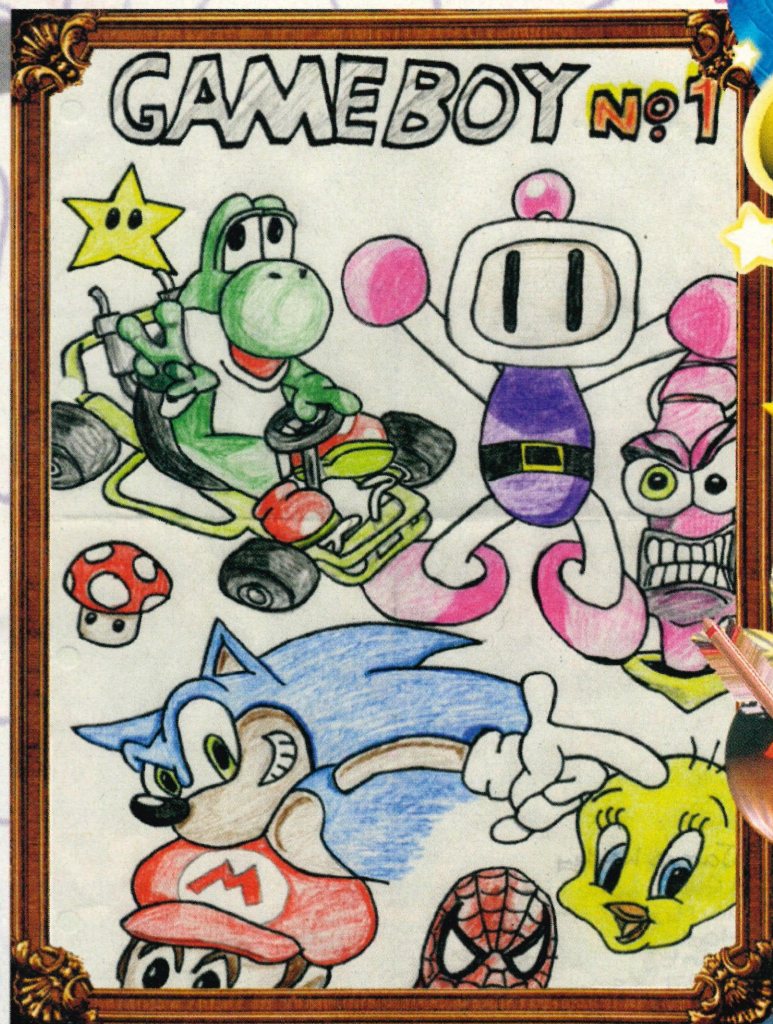
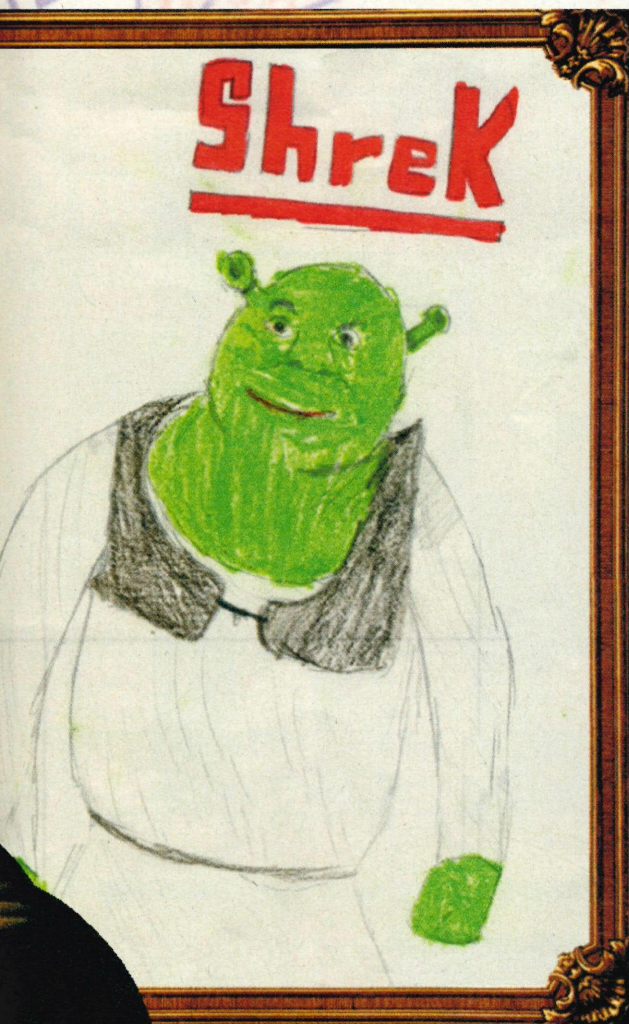
Elliot Windsor





# TV

**Isn't she lovely? She's the first lady of the art world, and she's back to see how your illustrative efforts match up to the masters. And she doesn't have a beard.**

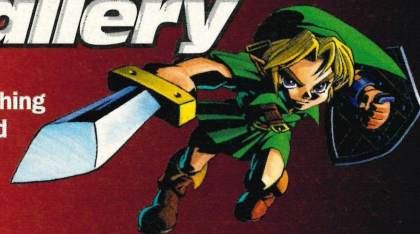


## Why Don't You?

Mona's got a hankering for even more pictures! Keep all your pieces of artistic genius coming in to the same address...

## The Gallery

TOTAL GB,  
Paragon Publishing  
St Peter's Road  
Bournemouth  
Dorset  
BH1 2JS



**See you next issue!**



# Puzzles

More vaguely Nintendo-related clues for you to think about in your head, before sticking the words roughly in the right area on the grid below. Or just get the answers on page 82 if you're really dense.

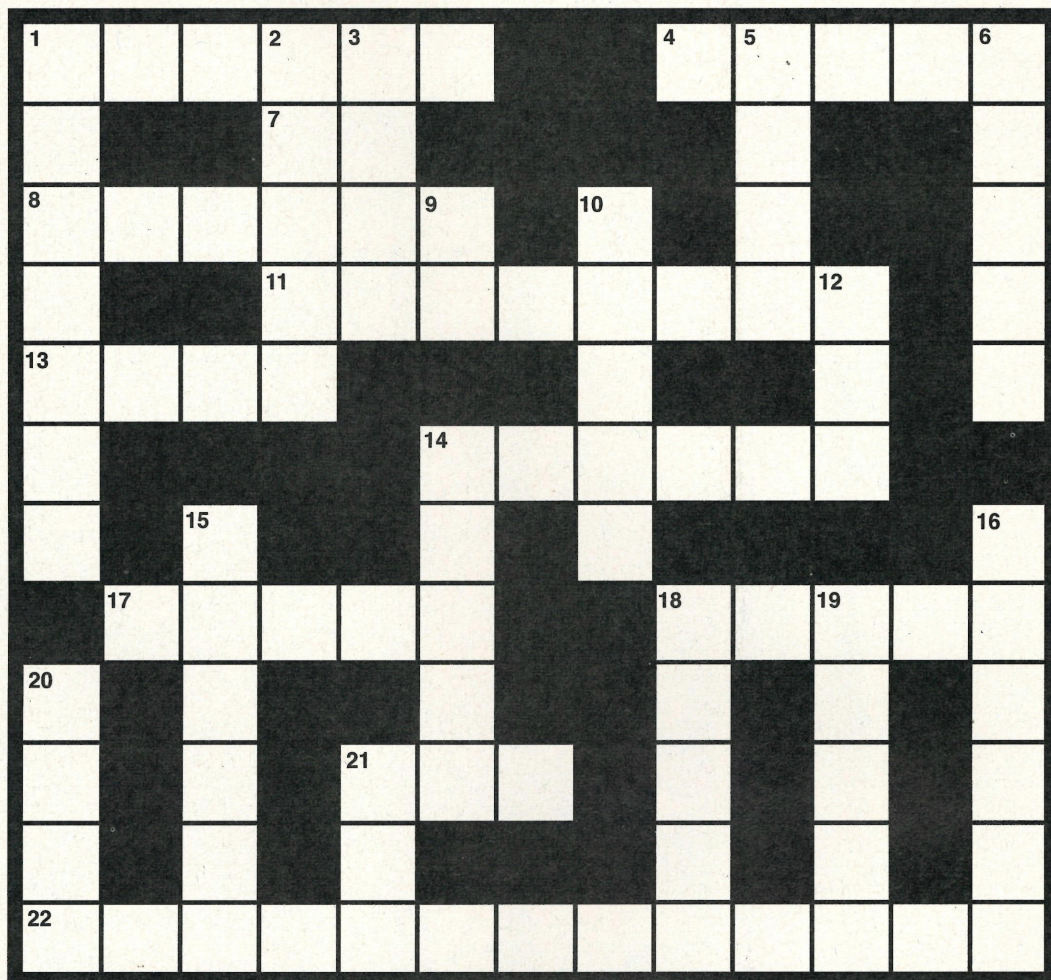
## Across

1. See 14 Across
4. Indiana Jones and Monty Python have searched for this Holy artefact (5)
7. See Nine Down
8. Over the hill (3, 3)
11. Beware the moon or you'll turn into this hairy monster (9)
13. To destroy, mar and generally cack up (4)
14. (And 15 Down, 1 Across) 14 Down has to travel through \_\_\_\_\_ and winter! (6, 6, 6)
17. The British game American football ripped off (5)
18. Who's Kazooie's ursine pal? (5)
21. Vic's spongy mate (3)
22. Ryu, Ken and E. Honda appear in this legendary beat-'em-up (6, 7)

## Down

1. Obelix's Roman-baiting French pal (7)
2. The central Pokémon in the latest movie (5)
3. What's the name of Thunderbird 2's burrowing vehicle? The \_\_\_\_ (4)
5. Before 'Extreme', the cartoon Ghostbusters were \_\_\_\_ (4)
6. This Italian brother's just had a Haunted Mansion adventure (5)
9. (And 7 Across) The name of James Bond's first movie adventure (2, 2)
10. Lara's latest curse is weaker than the pen (5)
12. Thick mist (3)
14. The fairy-freeing purple flapper (5)
15. See 14 Across
16. Mario's main nemesis (6)
18. What are humans doing? (5)
19. The only time to catch an Umbreon in Pokémon Crystal! (5)
20. The term for a big baddie at the end of (usually) platform games (4)
21. Activision's GBA platformer starred a robot half Pinocchio and half this insect (3)

# Crossword



## Spot The Difference!

All four of the Tracy brothers went so far in Thunderbird 1 they've come across their parallel-universe selves! They couldn't see the ten differences, though. What about you?

The answers are over on page 82!





LOGIC

TETRIS

SPEECH

SENSORY

MEMORY

SIGHT

YOU CAN'T GET IT  
OUT OF YOUR HEAD.

Tetris is back, with a new look and new variations of the most popular videogame ever created.  
Are you ready to become obsessed all over again?



**TETRIS**  
WORLDS™



**GAME BOY ADVANCE**

Deceptively simple, completely addictive.



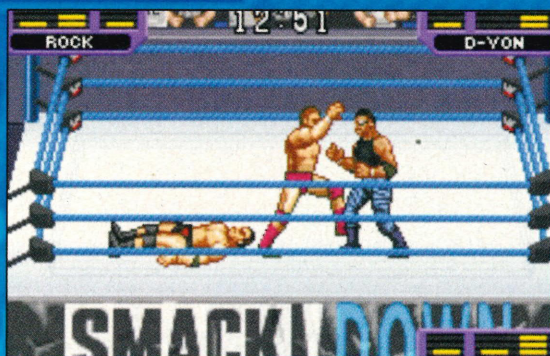
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[www.thq.com](http://www.thq.com)



With three or more wrestlers in the ring things can get pretty intense. Watch your back out there.



They may be fighting now, but these two guys are actually childhood buddies. They cry each time they fight.



# WWF: Road To Wrestlemania

**Grapple fans praise the Lord. Yes indeed, 24 of the greatest wrestlers prepare to step into the ring and guess what? Yep, you're invited to the party!**

Things are looking good for GBA owning grapple fans. We've already had the enjoyable Fire Pro Wrestling A and now we've got the excellent WWF: Road To Wrestlemania. Whilst THQ's game lacks the technical depth of Fire Pro Wrestling, it makes up for this with five different game modes including Exhibition, King of the Ring and as the game's title suggests Wrestlemania.

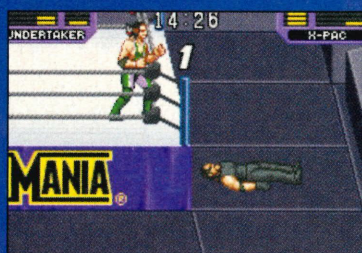
### Greased Up

Six different match types are also available from simplistic Single and Tag bouts, to the more complex Cage and Triple Threat matches. The 24 different wrestlers up for grabs (including The Rock, Steve Austin and



At WrestleMania, we will find out who deserves the Heavyweight Title belt.

Would you buy a used jockstrap from this man? Thought not.



the Undertaker) are all instantly recognisable and smoothly animated. Fans will also be pleased to hear that every grappler can perform their own unique signature attack.

### Some Lycra It Hot

Each bout is a real riot and playing against the CPU will keep you glued to the screen for ages. However, the real fun comes when you connect four GBAs together and take on your mates. Make no mistake this is a quality wrestling game that no self-respecting fan of the sport should be without.

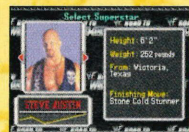
Nerys



Woah! Surely that's against the rules? No kids for baldy!

### Who's Da Man?

WWF: Road To Wrestlemania contains a massive selection of twenty-four different wrestlers to pick from. Rest assured that there will be at least one character that you want to play as here. The list includes: Kane, The Undertaker, Chris Jericho and Edge. We'd list 'em all, but we just haven't got enough space here. Just take our word for it, there's something for everyone here.

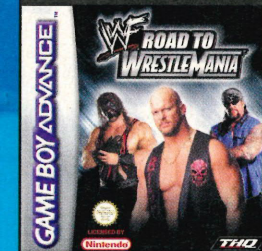


### In my opinion...

The best wrestling game on the GBA?

This is one of the best wrestling games I've played on any console. It has everything you could possibly want from a WWF game. Loads of different options, an absolute stack of characters to choose from and more different play modes than you can shake a dirty great stick at. The icing on the cake is the brilliant four-player link mode. This game rocks. Simon

## TOTAL GB Verdict



Price	£34.99
From	THQ
Release	November 2001
Genre	Fighting/Wrestling
Players	1-4
Web	www.thq.co.uk
Extras	✓ Link-up ✓ Battery save ✗ Passwords ✗ Mobile Link

### Top Grappling

- Loads of your favourite wrestlers on offer, lots of game modes as well.
- Some excellent cut scenes appear in between each match, top stuff.

### Totally Baffling

- The fighters could have done with some more technical moves.
- The sound effects are a bit boring and lack any real oomph.

### Or you could try...

Fire Pro Wrestling A From 3DO

A top wrestling game that lacks big name characters. It's sure worth a look though.



**Graphics** ★★★  
Great character intros and the 24 wrestlers look like the real thing.

**Sound** ★★★  
The sound effects are nothing special, but the music is catchy.

**Playability** ★★★★★  
This is a top laugh. Each wrestler has loads of moves and there are tons of different game modes.

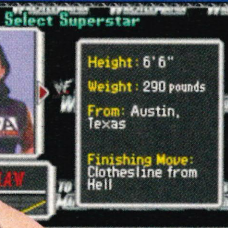
**Lastability** ★★★★★  
Loads of options and a four-player link-up mode - this'll last for ages.

### Final Rating

# 88

"This is the best GBA wrestling title, if you're a grappling fan you must own this game."

Hang on - isn't that Phil Mitchell?



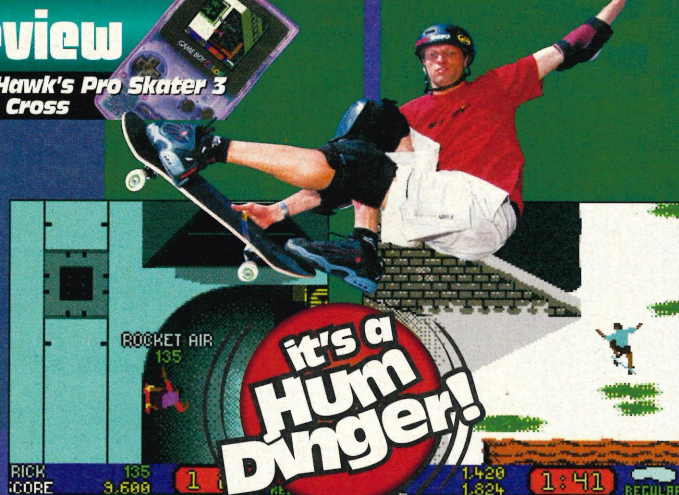


where it's never game over

MONDAY - WEDNESDAY: 9:00am-8:00pm  
THURSDAY-FRIDAY: 9:00am-6:30pm  
SATURDAY: 9:00am-5:00pm

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↑ Try to get as much air as possible to pull off big tricks!

↑ Tony really is cool, he can even skate across snow and ice!

# Tony Hawk's Pro Skater 3

**Tony Hawk is back for another fun-filled ride across skateparks around the globe. This time you can even take on your friends.**

**B**y now you should all know about Tony Hawk's Pro Skater. The game has been tremendously popular on all formats and the third instalment is now ready for your eager hands. The game is very similar to the PS2 version, containing all the levels and skaters from the home console version. However, the skating area is a little smaller and the number of tricks has been reduced slightly to make a much better game on the Game Boy Color.

## Top Deck

The game still plays just as well as Tony Hawk's 2 on the GBA, making this another great purchase for your handheld. It's fast, fun and full of amazing tricks, which will keep you playing for hours and hours. This new version now includes a multiplayer game so you can fight it out against your mates to see who really is the best skater of them all. Another fantastic game from the masters of extreme sports.

Russ



↑ To be honest, these shots look total crap on the page. The game's good though!

## TOTALGB Verdict

Price	£24.99
From	Activision
Release	Out now
Genre	Sports
Players	XX
Web	www.activision.com

Extras	✓ Link-up	✓ Battery save
	✓ Passwords	✓ Mobile Link
	✓ Printer	✓ Rumble Pak

Graphics	★★★★
An almost perfect conversion of the PS2 version.	

Sound	★★★
You hardly notice the tunes with all that top on-screen action.	

Playability	★★★★★
Easy to control and plenty of different tricks to perform.	

Lastability	★★★★★
All ten levels from the PS2 version, plus all twelve riders.	

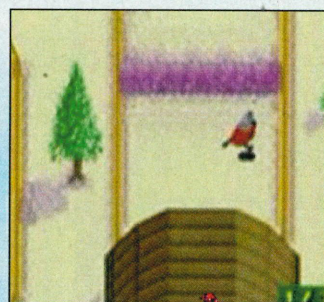
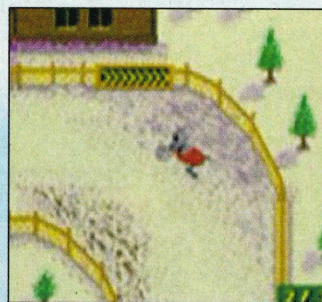
## Final Rating

# 90

"The last Tony Hawk's game on the GBA was amazing and this is more of the same."

↓ Due to the snow and ice you will slide around most corners.

↓ There are loads of jumps which help avoid icy obstacles.



# Snow Cross



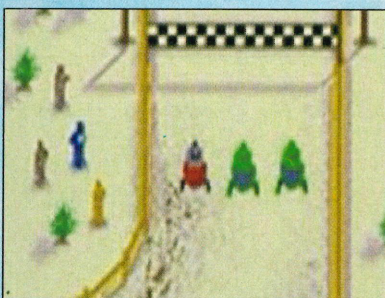
**The air is getting chilly and Christmas is almost upon us. Could it be time to get your thermals on and try some winter sports?**

**R**acing around snow-covered tracks on a snow mobile is a fantastic thrill, combining break-neck speed and slippery surfaces. Snowcross features ten ice-smothered courses to test your sliding skills, and by winning you can add some more engine power to your machine.

## Snow Angry

Unfortunately, it is very difficult to tell the difference between your snowmobile and your opponent's, making the game almost impossible to play. If you manage to get out in front it becomes a lot easier, but the courses are fairly short – making the game seem very short-lived. Snowcross is a good idea for a game, but there are so many racing games out there that are better than this.

Russ



## In my opinion...

Well, it certainly made me cross!

I have played games far far far worse than this one, but there's no denying you'd feel a proper Charlie if you paid twenty-five quid for it. If you can find it in a bargain bin for a fiver, it's actually a perfectly playable snowy racer.

Jem

## TOTALGB Verdict

Price	£24.99
From	Vicarious Visions
Release	Out now
Genre	Racing
Players	X
Web	www.snowcross.com

Extras	✓ Link-up	✓ Battery save
	✓ Passwords	✓ Mobile Link
	✓ Printer	✓ Rumble Pak

Graphics	★★★
Not too bad, but lacks colour.	

Sound	★★
Nice tune, but slightly annoying on final lap.	

Playability	★★★★
Plenty of speed and it is very easy to control.	

Lastability	★
Ten courses that won't take you very long to master.	

## Final Rating

# 30

"This is a good idea for a game, but unfortunately it is a little too easy. Definitely not worth buying."





↑ Aw! Your Mum's just called you in for tea. Game over.



# Mat Hoffman's Pro BMX 2

**Hop into the saddle and take to the ramps for some more wild BMX action. Mat Hoffman has received the advanced treatment.**

**A**ctivision is fast becoming one of the most well-known publishers around the globe for its extreme sports games on all home entertainment formats. Mat Hoffman was great on the Game Boy



Color and now he's back for some more hot action on the Game Boy Advance. The game looks better than ever, with more colours making it a real visual treat, and the additional buttons allow for plenty of new tricks. There are training modes to help you perfect your riding skills and also a massive adventure-style game in which you must collect stars whilst pulling huge stunts.

## Ride Like The Wind

There are several top pro bikers to choose from and each has unique skills, making the game a different



experience with each rider. With so much to do and so many tricks added, Mat Hoffman's Pro BMX 2 is a good game, but still not quite as enjoyable as Tony Hawk's Pro Skater 2.

Russ



## In my opinion...

At least this one's got Two Player options!

Which is more than you can say for Tony's last effort. These kind of games really aren't my style, but it has to be said they've made a miniaturised masterpiece here, which deserves a lot more than 75% in my book. If you liked the GBC version, try this one! **Jem**



↑ Woah! There he goes again, get ready with the Savlon missus!

## TOTAL GB Verdict

MAT HOFFMAN'S PRO BMX 2

PRESS START

Price £34.99  
From Activision  
Release Out now  
Genre Extreme Sports  
Players 2  
Web www.activision.com

Extras  
✓ Link-up ✓ Battery save  
✓ Passwords ✓ Mobile Link

## Neat Tricks

- The graphics are bright and colourful, making it easy to see the stunts.
- More amazing tricks and huge skateparks to ride.

## Pool Sticks

- Doesn't flow quite as well as THPS2.
- Turning sharply can be a little tricky at times.

## Or you could try...

Tony Hawk's Pro Skater 2  
From Activision

An absolutely brilliant piece of Game Boy Advance programming!



Graphics ★★★★★  
Bright and clear, which helps you see the obstacles.

Sound ★★★  
Nice, easy listening tunes.

Playability ★★★★★  
A very simple concept. It is easy to control.

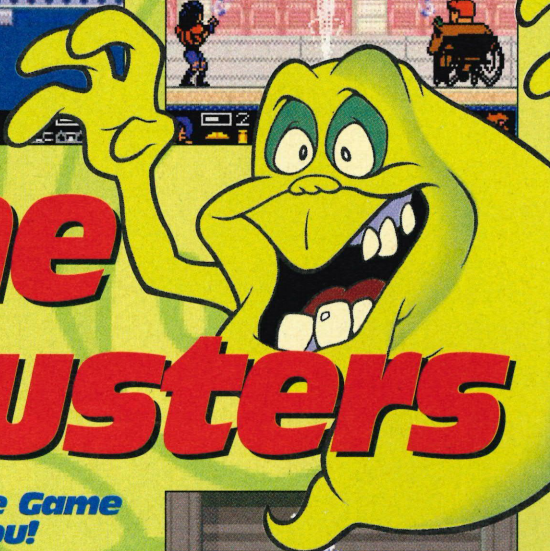
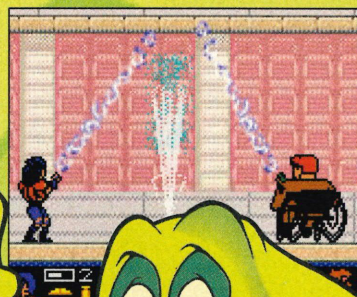
Lastability ★★★★★  
Plenty to see and do, which will keep you riding for some time.

## Final Rating

75

"More exiting stuff from Mat Hoffman, with loads of cool tricks and skateparks to explore."





# Extreme Ghostbusters

**Back in business, debuting on the Game Boy Color, and ready to believe you!**

If there's something strange in your neighbourhood, who ya gonna call? Well, it depends. If it's a potential mugger, the police. If, on the other hand, it's a free-floating Class 6 phantom, it's probably best to give the Ghostbusters a bell.

## Extreme My Bum!

Well, you'd call Peter, Egon, Ray and Winston that is, not this bunch of bum-fluff sporting adolescents. *The Extreme Ghostbusters* was invented in the Nineties to try and make a bit more cash out of the legendary ghoul-splattering franchise. In this darker universe, stalwarts Egon, Janine and, of course, Slimer, have taken on a group of eager young Ghostbusters – Kylie, Eduardo,

Roland and another one to carry on the good work of keeping New York City spook-free. If only they hadn't bothered.

## Bustin' Makes Me Feel Sick!

We've given this game a great build-up, and for that we apologise. The makers are to be congratulated on creating a new design that allows for more sprites on the screen, and translucent effects, but the general graphics throughout are absolutely dire, blocky messes. Controlling the characters is a nightmare – with terrible 'sticky' stairs and ladders that stop you being able to do anything, proton packs that run out of energy in two seconds flat and vague, silly challenges that mean you simply bob



↑ Don't cross the streams! Oh actually, I couldn't care less if you did.

along for a bit. And what for? All you get is your rubbishy eight-digit password. We're all serious ghostbustin' fans here, so we're just going to ignore this trash and cross our fingers for a very special GBA version. Boo!

Jem



## In my opinion... Doesn't stand the ghost of a chance!

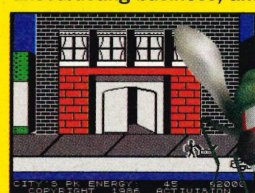
Jem's right about this one - and I'm not even a Ghostbusters fan in the first place! Now and then the game shows a little bit of promise, but generally it's boring, clunky to play and has no lasting challenge at all. Hope the GBA version's better!

Cyra



## Marvin McFly - Back To The Jam Jar!

Having spent the last few weeks in early 2002, I already knew this game wasn't worth a fiver, so let's head back in time for a look at some better Ghostbusters adventures. The original Spectrum adventure was bizarre, but a classic nonetheless, as you start from scratch to create your own Ghostbusting business, and stop



Gozer the Gozerian from ending the world and that. But the franchise really hit its stride with the MegaDrive version, which allowed you to control any of the characters from the original movie in cartoony, but atmospheric, platform action. I tell ya, these early games could teach a thing or two to today's designers! See ya last week guys!

## TOTAL GB Verdict



Price	£24.99
From	Wanadoo
Release	Out now
Genre	Platform
Players	1
Web	www.wanadoo.com

### Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

### Blimey!

- A brand-new form of GBC graphic animation. The one effort put into making this game.
- Other good things? It has 'Ghostbusters' in the title.

### Slimey

- The ghostbusters move sluggishly and are really annoying to control.
- Graphics are generally awful, and the gameplay is path-e-tic!

## Or you could try...

### Ghostbusters 2

From Activision

You have to go all the way back to this monochrome adventure for the last decent ghostly outing.



**Graphics** ★★★★★  
Four stars for innovation, otherwise the actual quality is very, very low.

**Sound** ★★  
Where's the Ray Parker Jr theme? Do these people know nothing?

**Playability** ★  
Each challenge is mind-numbingly drab, laughable, boring and instantly forgettable...

**Lastability** ★  
And there are only a handful of challenges to go through!

## Final Rating

# 48

"This is something weird, and it don't look good!"





# Rugrats: Castle Capers

**The talking babies with the big animation attempt the leap to the Game Boy Advance. Baby boomers or infantile gits?**

**T**hose talkative tots – Tommy, Chuckie, Phil, Dil et al – have been a mainstay on the GBC over the years with their highly playable, yet hardly mould-breaking, platformers. And now they're back with much the same stuff for the GBA. But have they grown up enough?

## The Diaper/Nappy Debate

If there are any die-hard *Rugrats* fans left out there, they're going to be instantly wowed by the gloriously fun, colourful new world the kids find themselves in here. If you really need to know the excuse for these new shenanigans, Stu has left the kids with only snoozy Grandpa to watch over them, and a myriad of enormous pop-up books. That famous bitch Angelica, however, has stolen the *Rugrats*' favourite toys and hidden them. So you've got to do what

a baby's got to do to get them back – and that doesn't necessarily mean wetting yourself and crying.

## Gaga Googoo

Pick your *Rugrats* and enter the surprisingly dangerous worlds: Beanstalk, Sweetland, Flying Carpets, North Pole, Enormous Clock land, etc. There you can find other *Rugrats* to give you a lift up to secret areas, collect useless things and screw your courage to the sticking point for the final showdown with Angelica. The problem is, this isn't really a single bit better than the previous GBC adventures. Perhaps there's a shinier gloss to the backgrounds and the music is less bleepy, but with a dull password system, no link-up options and exactly the same game style as we're already used to, this is not *Rugrats* Advance. It's fun while it lasts, but if you're going to spend thirty-five quid on it, you obviously have far too much money... so please give me some of it instead.

Cyra



## In my opinion...

It's all child's play, really.

I think I'd have to agree with Cyra on this one. Whilst *Rugrats* is a fun little games, there's isn't really much here. A nice story line and colourful graphics, but nothing to stand it out from the crowd. Unfortunately, it hasn't even attempted to utilise the GBA's benefits to its full advantage, which is a pity and a wasted opportunity.

Karen



↑ When babies start flying on carpets, you really have to wonder...



↑ ...What the hell their mothers and fathers think they're playing at?



↑ Let's be honest, Stu and Deedee are simply bad parents.

## TOTAL GB Verdict



**Price** £34.99  
**From** THQ  
**Release** Out now  
**Genre** Platform  
**Players** 1  
**Web** www.thq.com

**Extras**  
X Link-up X Battery save  
✓ Passwords X Mobile Link

## Happy Clappy

- Lovely colourful, babyish graphics.
- Instantly recognisable platform fun for the young 'uns.

## Stinky Nappy

- No link-up, no save, no nothing we expect on the GBA.
- Some challenges are extremely vague and a little hard for the target audience.

## Or you could try...

**Rugrats: Time Travellers**  
From THQ

A Game Boy Color title with just as much going for it as this one. But it's cheaper..



**Graphics** ★★★★★  
Not a bold leap forward, but it still looks nice.

**Sound** ★★  
Your Mum: 'TURN THAT RUDDY GAME BOY DOWN!'

**Playability** ★★★  
Some challenges are vague and the password system sucks.

**Lastability** ★★  
I think this one was meant for the GBC, quite frankly.

## Final Rating

# 71

"It's fun. In a Game Boy Color, baby-ish kind of way."

## Top Ten Things That Babies Are Crap At.

1. Starting up a small haulage company.
2. Explaining the finer points of Norwegian politics.
3. Tap-dancing.
4. Playing guitar.
5. Pulling the ladies.
6. Paying bills on time.
7. Meeting strangers without crying.
8. Eating solid food.
9. Keeping any food down.
10. Directing light opera.

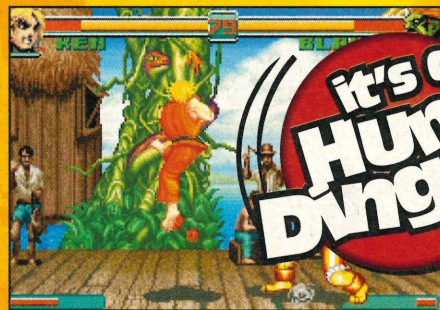






# Super Streetfighter II Turbo Revival

*There's never been the chance to play a top-notch fighting game on a handheld... until now, that is!*



If there's one constant in the games industry it's *StreetFighter*. Having appeared in more forms than any other game (as well as reaching every respected games platform known to man), *StreetFighter* is the one game that everybody knows. It's a simple enough concept – two people punch and kick each other until one falls down. Of course, you need a certain level of technology to pull that sort of game off on a handheld... so it's a good job that the Game Boy Advance is so darn great, eh?

## Round One... Fight!

*StreetFighter 2 Revival* is a near-perfect conversion of *Super StreetFighter 2* on the SNES. All 16 characters are present (from favourites like Ryu and Guile, bosses like Sagat and M Bison and newcomers such as DeeJay and Cammy), including all their moves, poses and backgrounds to fight on. There are plenty of extra modes on

top of the basic Arcade mode; you can play Survival against a never-ending flow of characters or simply take out your aggression on a car at any time. The icing on the cake though is the two-player link-up game... it's fantastic! Believe us when we say that *StreetFighter* has never been this playable or fun – you simply have to own it!

Giant Tony



**In my opinion...**  
I even liked the *Street Fighter* movie!

...But then I realise I'm in the minority there. *Mortal Kombat* may have the gore, *Tekken* may have the surreal characters, but SF2 is the ultimate beat-'em-up of all time, so this really is well worth every penny. Without the link-up, of course, this could have been a bad joke, but I recommend this game heartily to anyone with a GBA.

Jem

*"The icing on the cake though is the two-player link-up game... it's fantastic!"*



## I Have The Power!

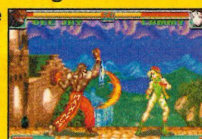
Don't believe us when we say just how great *StreetFighter 2X Revival* is? Or how close it is to the original SNES version, which quite clearly rocked? In that case, take a look at these examples we prepared earlier...



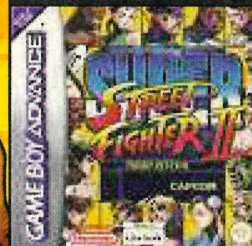
Original ↓ GBA



Original ↓ GBA



## TOTALGB Verdict



**Price** £34.99  
**From** Ubi Soft  
**Release** Out now  
**Genre** Beat-'em-up  
**Players** 2  
**Web** www.capcom.com

**Extras**  
✓ Link-up ✓ Battery save  
✗ Passwords ✗ Mobile Link

### 👍 Punch Up 👍

- A perfect conversion of the SNES game.
- Two-player link-up is fantastic!

### 👎 Thumbs Down 👎

- The sound isn't entirely great.
- Err... there are not enough characters?

### Or you could try...

#### StreetFighter Alpha From Crawfish

This is really the only other remotely decent fighting game on a Game Boy.



**Graphics** ★★★★★  
At last, a handheld can actually do this game justice.

**Sound** ★★★  
Good, but not as great as we might have hoped.

**Playability** ★★★★★  
*StreetFighter*... it really doesn't get any better than this.

**Lastability** ★★★★★  
You'll never EVER get bored of two-player link-up!

### Final Rating

# 94

*"Finally, a truly decent beat-'em-up on a handheld... praise the lawd!"*



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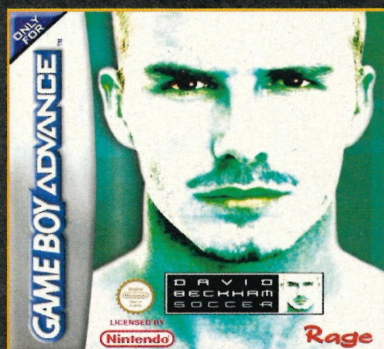


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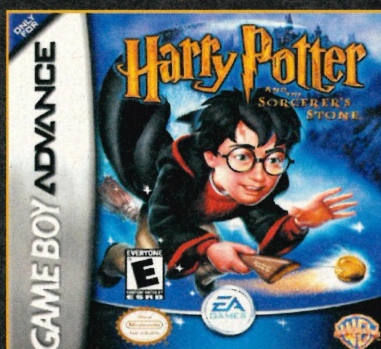
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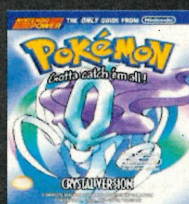


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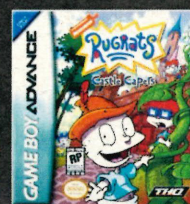
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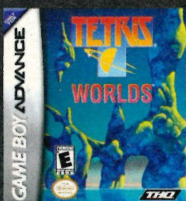
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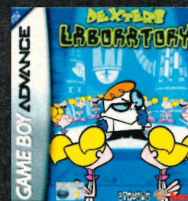
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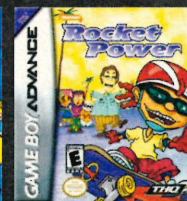
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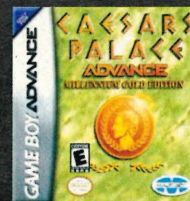
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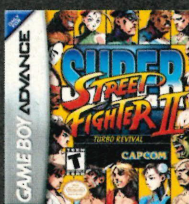


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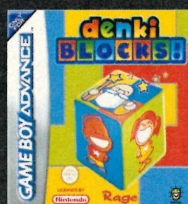
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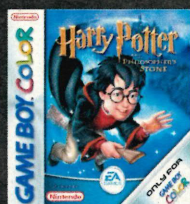
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# Snood

**What is Snood, exactly? A new detergent? Some cacky Boyband? Nope, it's a brand new puzzler - for the serious puzzle fanatic!**

**W**hen you get right down to it, Snood is very much based on *Puzzle Bobble*, by Taito. Except that you don't have to put up with the annoying little dragons and - most importantly - the designers have gone for a serious challenge mode. This is not a puzzler for the faint-hearted!

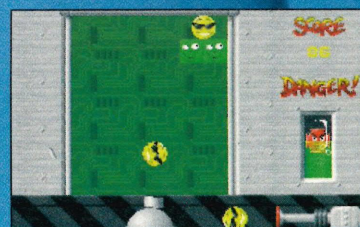
## Love Me, Love My Snood!

The designers of this instantly addictive time-zapper have deliberately left out any cheats and, strangest of all, any save options! Therefore, playing the game is a bit like messing about with mobile phone games: when you've got a bit of spare time, you pick up the game and see how far you can get, always striving to beat your personal best! The total absence of save options is a very

strange idea that may put off a lot of people, but the game itself is more than worth a look.

## Sticky Snoods!

There are loads of game styles to choose from, but the main point of the game is to set off a chain reaction by shooting Snoods together to form a bunch, clearing the board before the Snoods reach the bottom line. There are many rogue Snoods to help you at times and always a couple of Skull Snoods blocking your way, making each round just that little bit trickier. What the game lacks in save options it makes up for in fast-paced link-up games, even though you need two carts to play. It would just be standard puzzle fare for devoted *Tetris*-style puzzler fans, except for the brilliantly



Each of the faces is apparently based on characters from 'Emmerdale'...

detailed graphics and really fun 3D cut scenes starring the likeable little Snood characters themselves. You have to know: are you clever enough to beat Snood?

Cyra

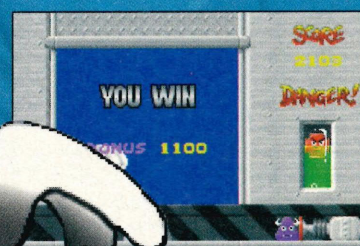
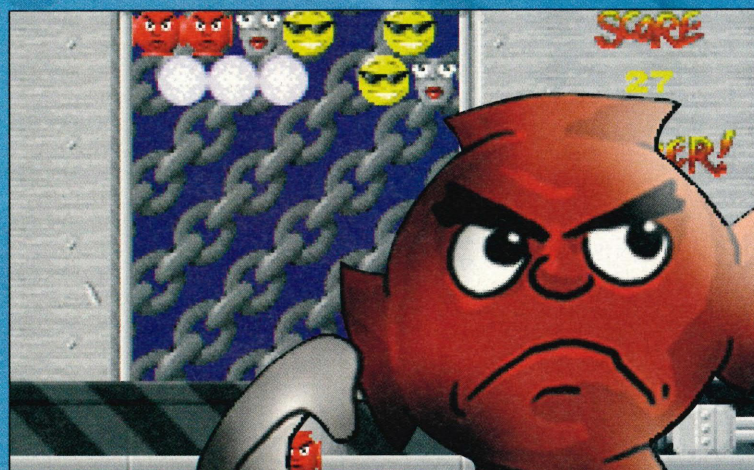


## In my opinion...

**No Snood is good Snood!**

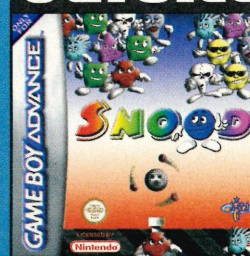
The designers of this game were a bit mental cutting out any save options; having to keep beginning right from the start again and again stops this game being completely engrossing. However, it's instantly recognisable puzzle fare and all the better for it! Anyone who isn't puzzle nuts will probably want to save their money, though!

Simon



...No. Sorry I just made that up. It's actually 'Casualty'. Look, Charlie!

## TOTAL GB Verdict



Price	£34.99
From	Digital
Release	30 November
Genre	Puzzle
Players	1-2
Web	www.digital-sold.com
Extras	<input checked="" type="checkbox"/> Link-up <input checked="" type="checkbox"/> Battery save <input checked="" type="checkbox"/> Passwords <input checked="" type="checkbox"/> Mobile Link

## Good Snood

- Brilliantly rendered little characters, great cut-scenes and a few laughs.
- Addictive gameplay, loads of game style options and plenty much link-up fun!

## Bad Snood

- No save options will put off a lot of people - back to the beginning!
- There's no denying the similarity to *Puzzle Bobble*. They're the same challenge!

## Or you could try...

### Puzzle Bobble

From Taito

It's basically the same game, just with simple graphics and no link-up! At least there's a save, though.



**Graphics** ★★★★★  
The tiny Snoods hurt your eyes on the harder stages.

**Sound** ★★★★★  
Who plays puzzlers for the sound? But it's not irritating.

**Playability** ★★★★★  
Lack of save options is a bummer, but it's a pick-up-put-down puzzler.

**Lastability** ★★★★★  
Over a hundred levels and great link-up options.

## Final Rating

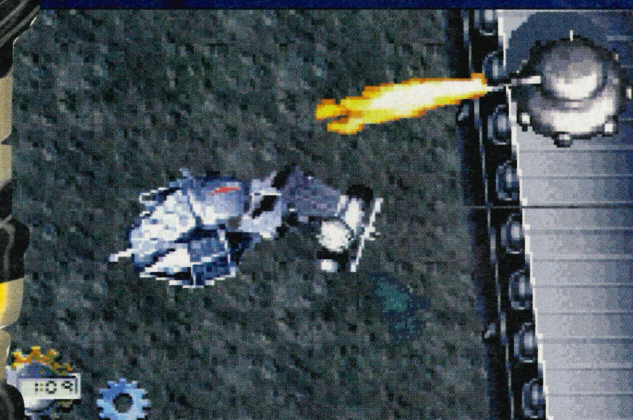
# 83

"Honest-to-goodness puzzle fun for the serious gamer."





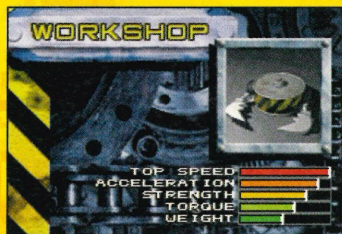
↑ In the heat of battle you need to be as aggressive as possible to convince the judges that your robot is king!



↑ Try to push your opponent into the house robots or into the various arena trouble spots. Keep the fires burning baby!

## The Workshop

Building your own robot is by far the best way to get the full experience of *Robot Wars*. You must decide what shape your robot will be and you can then change the internal components to make it as strong as possible,



whilst remembering to allow for control. Finally, you can choose two weapons to equip your creation with, including spikes, axes, circular saws and, of course, a flipper to make your opponents roll over.



# Robot Wars Advanced

**Ever fancied designing your own robot to take on the mighty Hypnodisc? Now you can, so... let the wars begin!**

**M**ost of you will know all about the TV programme hosted by Craig Charles, where home-built robots fight it out in a huge trap-ridden arena. The game basically pits different robots against each other in an all-out fight to see which is the last one standing, or which robot is the most aggressive throughout the fight. Each robot is different, with some going for heavy weaponry whilst others opt for the more nimble approach.

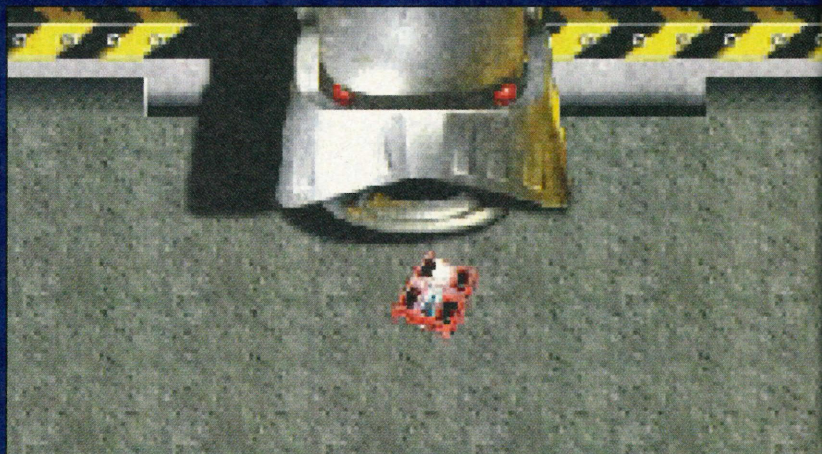
## Beastly Bots

The developer has done a superb job with the programming here and you get to build your very own robot to enter the wars. You can pick two different weapons to mount on your

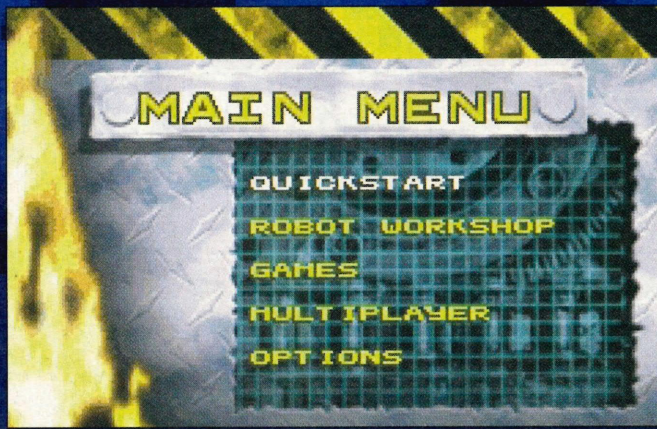
machine, as well as deciding which shape your robot should be and how powerful the motors are. Once you have given your creation a name you can then enter the tournament to battle against all the crazy inventions from the programme, including Chaos II and the mighty Hypnodisc. The arena is an exact model of the one used on the show and includes all the spinning saws and fireblasts around the edges. Of course, you can always try to push your opponent into the dreaded pit or just slam them into the awesomely powerful house robots.

## Completely Botty

All the robots from the last series are included for you to battle with, but it is much more fun to design your very own







# Robot Wars



creation. You can take on your friends using the link cable, and with three different arenas to fight in you can really crank up the carnage. The controls are designed to make it feel like you're holding a remote control; this is as close to the real thing as it gets. An absolute must for fans and technofreaks!

Russ



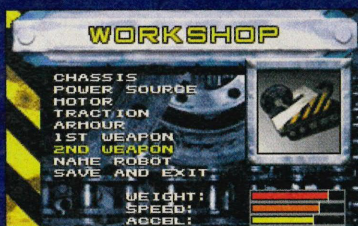
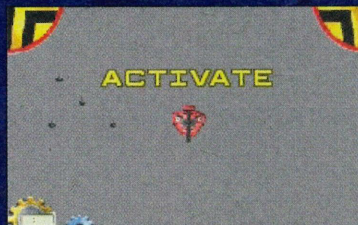
**In my opinion...**

**Tin-pot Heaven for tinkering tinkers.**

Call me a miserable old git, but I personally feel that the sooner Robot Wars is taken off telly the better. Especially now you've got this excellent mini-version to play forever more. Everything you need is on this cart, so come on BBC, give Craig Charles the boot and let's watch something decent instead.

Jem

**"All the robots from the last series are included for you to battle with..."**



↑ As time passes, you'll get more and more options for each robot.

↑ Nearly all of the robots look like novelty hoovers, but they're vicious!

## Famous Robots

Robots have been stars of the screen for a number of years, although they have never been put into battle like you see on *Robot Wars*. If there were such a battle we reckon the robots would probably place in this order:

1. Metal Mickey
2. K-9
3. R2-D2
4. C3PO
5. Tweeky
6. Bender
7. Kryten
8. Robbie
9. Food Mixer
10. Jude Law



## TOTAL GB Verdict



**Price** £34.99  
**From** BBC Multimedia  
**Release** Out now  
**Genre** Robot fighting  
**Players** 1-4  
**Web** [www.robotwars.co.uk](http://www.robotwars.co.uk)

### Extras

✓ Link-up ✓ Battery save  
✓ Passwords ✓ Mobile Link

### Hot Bot

- The arena is exactly the same as the one used in the TV show.
- All the famous robots are included, making it as real as possible.

### Grot Bot

- Controls are a little strange at first, but they can soon be mastered.
- It can sometimes be a little too easy to win.

### Or you could try...

**Robot Wars GBC**  
From BBC Multimedia

The original *Robot Wars* on the Game Boy was great fun. If you have not got a GBA then this is also a great game.



**Graphics** ★★★★★  
Bright and clear, with house robots easy to recognise.

**Sound** ★★★★★  
Good speech effects and jolly background tunes.

**Playability** ★★★★★  
So good you could even be on the show for real.

**Lastability** ★★★★★  
Several different game modes plus multiplayer mayhem.

### Final Rating

# 90

**"An excellent game that captures all the excitement of the TV series and brings it straight into the palm of your hand."**



## NewTones...

Gorillaz	Rock Da House	6 1 1 9 9
Kylie Minogue	Cant get you outa my head	6 1 1 7 5
Afro Man	Because I Got High	6 1 2 2 3
Destiny's Child	Emotion	6 1 2 6 4
Britney Spears	I'm a slave for you	6 1 2 2 5
Michael Jackson	You rock my world	6 1 1 9 7
City High	What would you do?	6 1 1 9 8
Daft Punk	Harder Better Faster Stronger	6 1 3 1 6
Bell + Spurling	Sven, Sven, Sven	6 1 2 6 5
Westlife	Queen Of My Heart	6 1 3 2 2

## PopTones

61255 Limp Bizkit • Boiler	61193 Steps • Chain Reaction
61194 Alien Ant Farm • Smooth Criminal	61205 Liberty • Thinking it over
61211 Uncle Kracker • Follow me	61253 Jennifer Lopez • I'm Real
60287 OPM • Heaven is a half pipe	61240 Gaberille • Dont need the sun to shine
61027 Robbie Williams • Eternity	61315 Cher • Music Is No Good Without U
61174 Samantha Mumba • Come on over	61256 Natalie Imbruglia • That Day
61170 Victoria Bkln • Not an innocent girl	61186 Shaggy • Luv me, luv me
61053 Atomic Kitten • Eternal Flame	61287 iO • Rapture
60194 Gen Hattwell • It's Raining Men	61289 The One • Flawless
61288 The Corrs • Would You Be Happier	61028 Gorillaz • Clint Eastwood
61004 Pink Mya etc • Lady Marmalade	61272 D 12 • Fight Music
60174 Gaberille • Out of Reach	60045 Limp Bizkit • Rollin
60185 Shaggy • Angel	60047 Bob The Builder • Mambo No. 5
61068 N Sync • Pop	61159 Emma Bunton • Take my breath away
61220 DJ Dzt • Hey Baby	60200 S Club 7 • Don't stop movin

## R'n'B

61181 Mary J. Blige • Family Affair
61236 Usher • You got it bad
61016 Usher • You Remind me
61314 Beverley Knight • Get Up
61022 3LW • No more (gonna do right)
61003 Brandy • Another day in Paradise
61244 R Kelly • Feelin On Your Body
61037 Destinys Child • Bootylicious
60024 Destinys Child • Independent women
60117 Destinys Child • Survivor
60186 Sissop • Thong Song
61217 Marian Carey • Never too far

## RAP

61064 Eve • Let me blow your mind
61261 2 Pac • Letter to my unborn
61050 Wyclef • Perfect Gentleman
61043 D 12 • Purple Pills
61266 2 Pac • Do For Love
61067 Missy Elliot • One minute man
61274 Eric Sermon • Music
61080 MOP • Ante up
61191 Ludacris • Area Codes
61241 Lisa 'lefteye' Lopes • Block Party
60172 Eminem • Slim Shady
60034 Eminem • Stan

## XmasTones

We Wish U a Merry	6 1 3 1 0
Silent Night	6 1 3 0 7
Red Nose Raindeer	6 1 3 0 6
Jingle Bells	6 1 3 0 2
Snowman	6 1 3 0 8
Oh Christmas Tree	6 1 3 0 4
Good King Wenceslas	6 1 2 9 8
Bethlehem	6 1 3 0 5
White Christmas	6 1 2 9 4

## FilmTones...

Mission Impossible	6 0 0 4 4
James Bond	6 0 2 0 5
Inspector Gadget	6 0 2 6 0
God Father	6 0 1 2 7
Snowman	6 1 2 9 0
Pretty Woman	6 0 2 1 3
Pulp Fiction	6 1 0 2 4
Italian Job	6 0 2 0 7
Star Wars	6 0 2 0 4

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60164 You'll never walk alone • Liverpool	60238 Vindaloo • All
60226 Blue is the colour • Chelsea	60137 Match of the Day • Theme
60239 Forever blowing bubbles • West Ham	61251 We are the champions • All
61283 Beautiful Day • ITV Premiership	60232 Here we go, here we go • All
60231 Z Cars • Everton	61153 God save the Queen • All

## Dance

61146 Superman Lovers • Starlight
61214 Jean Jacques Smoothie • 2 People
61150 Sophie Ellis Bextor • Take me Home
61237 Amand Van Helden • Free some time
61072 Ian Van Dahl • Castles in the sky
61178 Kosheen • Hide you
61070 Roger Sanchez • Another Chance
61232 N Trance • Set you free
60020 Darude • Sand Storm
60058 Moloko • Sing it back
60139 Modjo • Lady
60276 Daft Punk • One more time

## Garage

61231 Mis-teq • One night stand
61074 So Solid Crew • 21 Seconds
61258 So Solid Crew • They don't know
61171 Artful Dodger, Mel Blatt • 24.7
61257 Par-T-One • I'm So Crazy
61200 Genius Crew • Course Bruv
61236 The Streets • Has it come to this?
60169 Craig David • Can you fill me in?
61005 Pied Piper • Do you really like it
61279 B15 Project • Feels So Good
61319 Oxide Neutrino • Wanna Know U
61058 Sticky ft. Ms Dynamite • Boo

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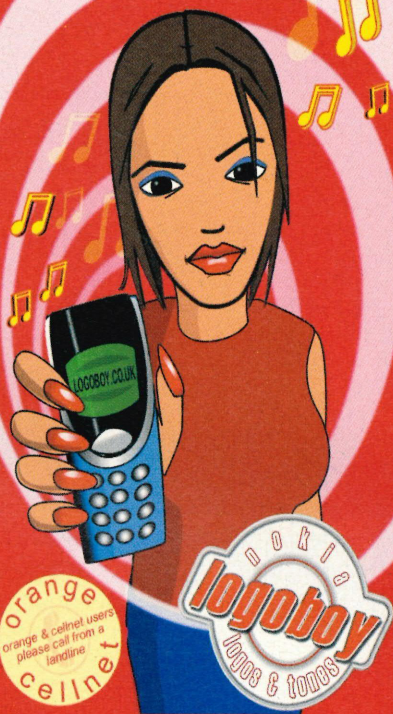
61172 Blue • Too Close
60274 Blue • All Rise
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61243 O Town • We fit together
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10730	10953	10721	10911	10703
MUSIC TELEVISION	ICEBERG JEANS	VERSACE	Just do it.	DKNY
10810	10882	10883	10786	10829
		Reebok	PORSCHE	UMBRO
		10850	10892	10775

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KNIGHT'S TALE	JAMES BOND	PLANET OF THE APES	ANGEL	STAR WARS
30253	30251	30108	30476	11788
SHREK	THE MATRIX	TERMINATOR	007	STAR WARS
30237	30488	30141	11781	11042
TARZAN	THE MATRIX	CHARLIE'S ANGELS	MAFRIX	SCREAM
11889	30171	11831	11760	11869
LORD OF THE RINGS	SCARY MOVIE	SPY kids	STAR WARS	THE JUNGLE BOOK
30441	30225	30255	30086	11876

## MusicLogos

Drimer	destiny's child	EPIC	Limp Bizkit	N. Sync
13100	30093	16005	13178	16014
ELVIS	OutKast	Robbie	chemical brothers	Kylie
16000	30100	13263	30233	13162
ARTFUL DODGER	SHAGGY	FIVE	MADILYN MANSON	LIBERTY
30089	13292	13151	30162	30477
USHER	MICHAEL JACKSON	Patricia	blue	Missy
30043	13105	13169	16001	30111

## CartoonLogos

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30040	30087	11001	11067	11115
TIGER	pool	PROFESSOR	WALT DISNEY	WALT DISNEY
30244	30272	30496	30494	11043
HONG KONG	Winnie	SONIC	SONIC	SONIC
11877	11041	11073	12100	30451

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30197	30194	11850	11833	12758
11034	11146	30417	12133	10401
11782	30420	30410	11926	30187

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# SpongeBob SquarePants: SuperSponge

Everyone's favourite wet 'n' wild underwater adventurer is about to make the leap to GBA - but will our spongy chum sink or swim?

The wonderful, soggy world of *SpongeBob* has already been the subject of a cheery platformer for the GBC, but the little guy with the big pants is now set to make a splash on the Advance, with more quirky exploration beneath the waves.

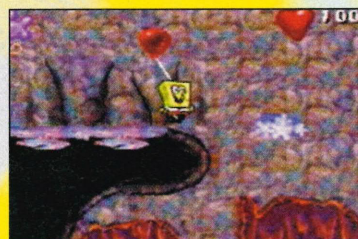
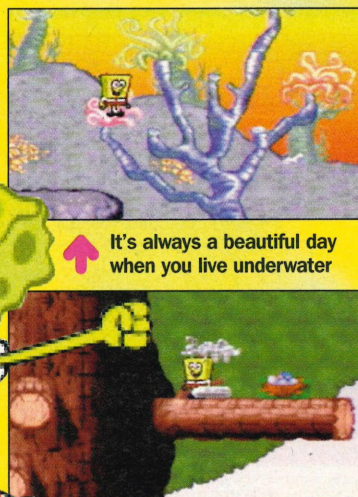
## Ultra-Absorbent

Thoughtful *SpongeBob* is after a birthday present for his friend Patrick Star, and has decided to get hold of the autographs of his two heroes: Mermaid Man and Barnacle Boy. However, the spoilt stars aren't going to sign for

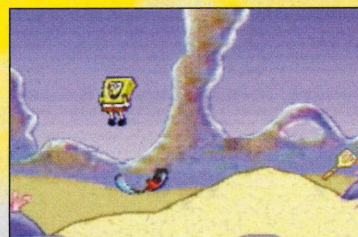
nothing, and Bob must complete errands, like retrieving beauty products for the vain pair or finding kelp lettuce for their lunch, to satisfy them!

Our hero promptly heads off to explore and collect, grabbing pick-ups, dodging or knocking out assorted nasties, defeating big bad bosses, bouncing up trees, running around rooftops and swinging from shells along the way.

Essentially, none of this is new or inventive, but *SuperSponge* is comical, colourful and frequently crazy (there aren't many games that have you



Aw! Look at his stupid little face. Be a shame if he died now.



We're not sure if this game is based on a true story or not.

borrowing a time machine to collect a bikini top made of rare clams) and ultimately, younger gamers - and lovers of light-hearted entertainment - will soak it up (ho, ho)!

Karon



In my opinion...  
Soak up the atmos...  
It's a super adventure!

SpongeBob's recent GBC outing was a bit of a mystery to me, to be honest. I just found the little chap difficult to control and the adventure a bit dull. This hasn't changed, but the clarity of the graphics adds lots of playability to the game, and *SpongeBob* fans will be very happy!

Jem

## TOTALGB Verdict



Price	£34.99
From	THQ
Release	Out now
Genre	Puzzle/Platform
Players	1
Web	www.thq.com/ spongebob/supersponge
Extras	
X Link-up	X Battery save
✓ Passwords	X Mobile Link

### Super Sponge

- Crazy platforming with a silly sense of humour!
- Plenty of varied environments to explore, with puzzle-some challenges along the way.

### Damp Flannel

- Nothing really new here - it's a run-jump-dodge-collect kind of business.
- It ain't tricky to get to grips with, advanced gamers may find it easy.

### Or you could try...

*SpongeBob SquarePants: Legend of The Lost Spatula*  
From THQ

*SpongeBob's* first handheld trip was an expansive - and insane - game!



**Graphics** ★★★  
The 3D antics capture the spirit. Not mind-blowing, but colourful - with some nice backgrounds.

**Sound** ★★★★★  
Cool little tunes and SFX add to the comical cartoon effect.

**Playability** ★★★  
Nice, straightforward gaming that's easy to get to grips with.

**Lastability** ★★★  
Nothing too tricky here, but young *SpongeBob* fans will find it hard to put down!

### Final Rating

# 82

"A weird and wonderful underwater world that's well-worth diving into."

## Sea Life

It's amazing who you meet under the waves. Join us on a tour of some of the folk you might find in *SpongeBob's* neighbourhood...



The man himself. Lives in a giant pineapple with his pet snail called Gary. He is a fry cook at The Krusty Krab diner, and is always getting himself in hot water.

**Spongebob**



A big, pink starfish, best buddy and neighbour of *SpongeBob*. He's certainly not the brightest starfish in the sea and prefers to sleep than get up to mischief.

**Patrick Star**



This crustacean is the money-grabbing, penny-pinching owner of The Krusty Krab restaurant and *SpongeBob's* boss. Eek!

**Mr Krabs**



An aloof octopus and *SpongeBob's* cranky neighbour and co-worker. He is a dreadful clarinet player!

**Squidward Tentacles**



They allow Bob his fav hobby - jellyfishing. Never take 'em home or play them cheesy dance music - they are far too cool for that!

**Jellyfish**





# Driven

**Sly Stallone and chums rev up for the ultimate in red-hot Formula 1 action!**

**b**am! is to be congratulated on two counts – they've released the first top-down racer for the GBA and they've also given us possibly the most original racer ever seen on a handheld. Based on the slightly successful movie of the same name, *Driven* really takes a step forward in playability by actually injecting intelligence, plot and emotion into the traditionally faceless racing genre.

## In The Zone!

This is especially true in the Story mode, as you guide rookie racer Jimmy Bly through the season to success, amid testosterone-fuelled challenges, tragic accidents and lots of sex and that. If this doesn't take your fancy, there are also the Arcade and Championship modes to contend with. It's going to take a long time to get through all that but, when you have, there are also secret vehicles to find and different characters to play, who each has their own driving

style and ability. Then there are the link-up games, with yer usual one-cart link race and also the full-pelt multi-link options that allow you to choose from several tracks and characters.

## Crash Bang Wallop!

The In The Zone option (where flawless acceleration will lead to unbelievable speeds) is also original, as is the car sensitivity. But it's this that partially ruins each game you play as well. It seems that each car will flip out and explode if you drive over a chipping too fast. This can remove you from first place to last with no warning, which is unfair and annoying. Equally frustrating is the lack of a map or proper direction indicators, so you never see the next turn coming. Still, these are minor problems in an otherwise incredibly innovative title, which every single racing enthusiast will want in their collection.

Jem



↑ In the movie, of course, this is heart-breaking. Here it's a bummer.



## In my opinion...

**Everything we do is driven by you!**

Considering it's only a racing game (something that's been done to death as of late on the GBA), *Driven* is ace. The angle is spot on, the controls are great and while it's not exactly flawless – where's the map, for pity's sake? – there's still nothing quite like it on a handheld. Why, we almost felt like Sly Stallone himself...

Giant Tony



↑ Isn't that Sylvester Stallone in that car? A little tiny Sly? Oh, no. It's Russ Abbot. Kill him now!

## TOTALGB Verdict



Price £34.99

From bam!

Release Out now

Genre Racing

Players 1-4

Web [www.what-drives-you.com](http://www.what-drives-you.com)

Extras

✓ Link-up ✓ Battery save

✗ Passwords ✗ Mobile Link

## In the Zone

- What can we say – superb racing throughout, graphics and sound are also excellent.
- Multiplayer options with one cart, and even better stuff with two or more.

## Crash and Burn

- The constant explosions are too much and can ruin an entire game.
- The lack of direction indicators and maps also affects playability.

## Or you could try...

### GT Challenge

From Kemco

More superb racing, but from a different perspective.



### Graphics ★★★★★

Perfectly miniaturised F1 action and great animation.

### Sound ★★★★★

Unobtrusive music and spot-on sound effects.

### Playability ★★★★★

Vehicle sensitivity is ridiculous, but never mind.

### Lastability ★★★★★

Three game modes, twelve characters, loads of options.

## Final Rating

# 91

"Welcome to the Human Race!"



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# Batman: Vengeance

**Everyone's favourite dark super hero is flying onto GBA! Will you go bats for Batman: Vengeance or is it just a joker?**

**Y**ou've gotta love Batman – always fighting crime, always thinking his opponents are dead, just to see them come back tougher than ever! Here, he believes that he has finally rid Gotham City of The Joker. Of course, he's wrong!

## Bat's Entertainment

Turns out ol' laughing boy is spreading Toxic Laughter Gas through the city and Bats is taking the blame. It is up to you to put an end to this fiendish plan, just don't expect it to be easy. Yes, *Batman: Vengeance* is tougher than a room full of ninjas, but action hero lovers will have a lot of fun trying to put an end to The Joker's scheme.

## Bat Dude

The graphics in this game are truly brilliant – it is like playing a real cartoon – and the soundtrack is

suitably gothic too, and adds to the creepy edge. It's not all platform jumping either, there are levels where you are in the Batmobile and others where you fly the Batplane. With loads of challenges and even an advanced mode for Bat-experts, this game sure is worth getting in a right flap about!

**Giant Tony**



**In my opinion...**  
**Holy Batman clichés!**  
**It's a classic!**

Traditionally we always like to tut a good bit about GBA games that totally ignore the link-up options, but this is a game of rare quality. Batman fans will want it in their collection for the beautifully rendered graphics alone, but – guess what? Even the gameplay is surprisingly original, and challenging. **Jem**



## The King Of The Night-time World

Of course, one thing that sets Batman apart from a lot of other superheroes is that he has a huge number of super villains trying to kill him off. Of all these nasty characters, it is The Joker who ranks as the most evil, having been responsible for the death of Bat's parents. Get this evil off the streets!!!



↑ Looks like someone's having a party. Time to be a pooper.



↑ This is what happens when you neglect the garden. Don't worry, Batman. Just give Alan Titchmarsh a call.

## TOTAL GB Verdict



**Price** £34.99  
**From** Ubi Soft  
**Release** November  
**Genre** Action Platformer  
**Players** 1  
**Web** [www.ubisoft.co.uk](http://www.ubisoft.co.uk)

### Extras

✓ Link-up ✓ Battery save  
✓ Passwords ✗ Mobile Link

### 👍 Bat fun 👍

- Excellent gothic soundtrack and stylish look too!
- It's one hell of a challenge, which you won't crack easily.

### 👎 No fun 👎

- It is rather difficult and may drive you batty!
- What, no Adam West?

### Or you could try...

**Atlantis: The Lost Empire**  
From THQ

More challenging platform action from Disney's latest smash-hit movie!



**Graphics** ★★★★★  
ow! It looks just like Gotham City. Truly beautiful!

**Sound** ★★★★★  
You can certainly feel the atmosphere growing with the pounding soundtrack.

**Playability** ★★★  
Unfortunately, it might be too tough for some players.

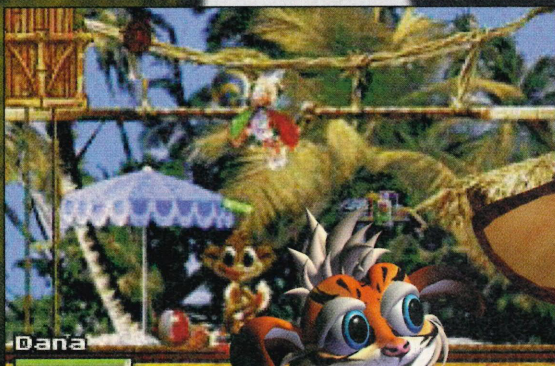
**Lastability** ★★★★★  
An advanced mode means there's more challenge!

### Final Rating

# 87

"Batman fans should lap this up – one for super hero lovers everywhere. Cool!"





# Creatures

**Cyber life - and the smartest AI in gaming history - makes its move from the big PC to the tiny GBA!**

If you've ever wanted a handheld pet that's actually smarter than most of the people you meet - then *Creatures* is what you're after.

## I Am AI

*Creatures* is an odd little adventure game that sees you controlling a flying fairy called Scrubby, who has to look after a bunch of bear-like creatures called Norns. You teach them to pick things up, push buttons, eat nice food, leave poisonous mushrooms and avoid the dangerous Grendals. That's just the start though. Your Norns have kids, and they inherit some of the characteristics of their parents.



That's when the real adventure starts and, as you go through the game, you have to train and breed Norns who teach their kids how to survive the adventure.

## Cyber Life

There's no such thing as a 'quick blast' on *Creatures*. You need serious spare time on your hands to get into this game, but if you do it's brilliant!

Giant Tony



## In my opinion...

Who'd have thought it. I'm God!

I only got a quick look at the PC version of this, but if you'd told me it was possible on the GBA I'd have laughed till Thursday. But here it is, excellently simplified and a must-buy for everyone who likes a bit of a rest from full-tile gaming action now and then. **Jem**

**"There's no such thing as a 'quick blast' on *Creatures*"**



Oh yes, that's how it all starts. Kissing and cuddling. But before you know it, the female Norn has ripped your heart out and stamped it into the ground.



Look! You run this entire world! Don't let it get to your head.

Aw! How cute is that? Well, actually it's 76% cute, 24% sickening.

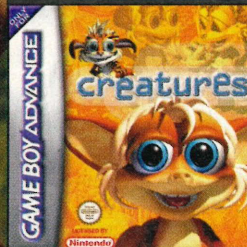


## That'll Teach 'Em

You teach the Norns by showing or telling them what to do. If they do the right thing then you pat them on the head, if they ignore you then it's time for a whuppin'! Eventually, they'll learn right from wrong, which will keep 'em alive.



## TOTAL GB Verdict



**Price** £34.99  
**From** Swing  
**Release** 5 November  
**Genre** Puzzle  
**Players** 1  
**Web** [www.creatures.net](http://www.creatures.net)

### Extras

✓ Link-up ✓ Battery save  
✗ Passwords ✗ Mobile Link



- The little critters are really clever!
- You'll be engrossed in no time.

## Real Stupidity

- It's a bit slow to start off with.
- You need plenty of spare time to play it.

## Or you could try...

### Rayman

From Ubi Soft

There's nothing really like *Creatures* out. But this is a great puzzling platform game!



### Graphics

★★★★★

It's a wonderful looking world, with cutesy characters.

### Sound

★

There's no real music and just a few bleepy sounds. Bad!

### Playability

★★★★

Takes a while to get going, but it will hook you.

### Lastability

★★★

It's absolutely massive and incredibly engrossing.

## Final Rating

# 86

"It's not everybody's fluffy pet, but - if you've got plenty of spare time - you'll be hooked by *Creatures*."





# Rocket Power: The Dream Scheme

**Will the team blast onto the GBA? Not if this game's anything to go by.**

**O**n paper the idea behind *Rocket Power* sounds really promising. The game is split into four different playing styles, including skateboarding, hockey, rollerblading and pogo stick sections. You take control of one of the characters (including Otto, Sam and Reggie) from the fabulous *Rocket Power* TV show, as you attempt to be the hero and foil the dastardly plans of the evil Dr Stimpleton.

## Skateboard Silly

The problem with *Rocket Power* is that none of the four game styles really shines and they all feel a little bit

unfinished. For example, the skateboarding levels are okay, but compared to a quality platformer, such as *Super Mario Advance*, they seem a bit simplistic. What's more, if you're really into extreme sports then you'd have a lot more fun playing *Tony Hawk's Pro Skater 2*, which offers a much greater challenge.

## Power Cut

The game's graphics are okay, with some nice big sprites and colourful backdrops, but the overly simplistic



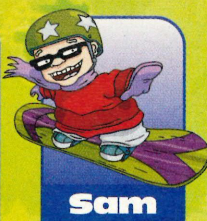
gameplay will put off all but the least demanding of gamers. Even younger players are likely to find this a bit on the dull side. One to avoid then really.

**Giant Tony**



## Meet The Gang

During the game you can play as one of four different members of the *Rocket Power* team, including Otto, Reggie, Twister and, of course, Sam. Each character has their own strengths and weaknesses, only by using them as a team will you be able to overcome Dr Stimpleton and his plan to turn Ocean Shores into a Seaside Polka Resort.



## In my opinion...

**It's aimed at kids, but it's still too simple.**

This is a real missed opportunity. The idea behind *Rocket Power: The Dream Scheme* was a good one, and mixing together the four different game styles really could have worked. It's just a shame that each of the four game modes doesn't present enough of a challenge to keep you playing for long. The slightly basic graphics don't help things much either. Leave this one alone.

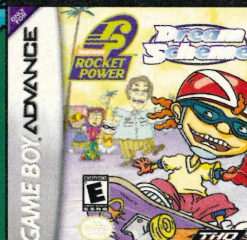
**Nerys**



↑ Some of the characters you meet are crazy, check out this flying monkey!

↑ It's that cheeky monkey again! What on earth is he up to this time, kids? Answers on a postcard.

## TOTALGB Verdict



**Price** £34.99  
**From** THQ  
**Release** November 2001  
**Genre** Action/adventure  
**Players** 1  
**Web** www.thq.co.uk

### Extras

✓ Link-up ✓ Battery save  
 ✓ Passwords ✓ Mobile Link

## Pocket Rocket

- You're basically getting four games for the price of one, which can't be bad value.
- This might just hold some appeal to fans of the TV show, but it's unlikely.

## Pocket Stop-it

- The game's graphics are a bit basic in places and the sound isn't much better either.
- None of the four main game styles are that much fun.

## Or you could try...

**Tony Hawk's Pro Skater 2**  
 From Activision

Lots of tricks and combos – it will keep you playing for hours.



### Graphics

★★★★ The sprites and colourful backdrops are okay, but a bit basic.

### Sound

★★★★ You won't be whistling these tunes on your way to school.

### Playability

★★★★ It's okay for a while, but there's nothing here to keep you playing.

### Lastability

★★★★ Everything is fairly easy and you'll be through it in no time at all.

## Final Rating

**59**

"Four different play styles, but none of them are any good. What's the point in that?"





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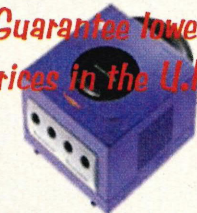


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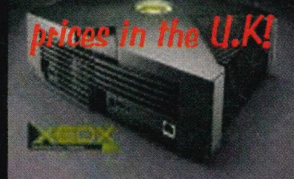
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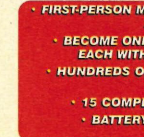
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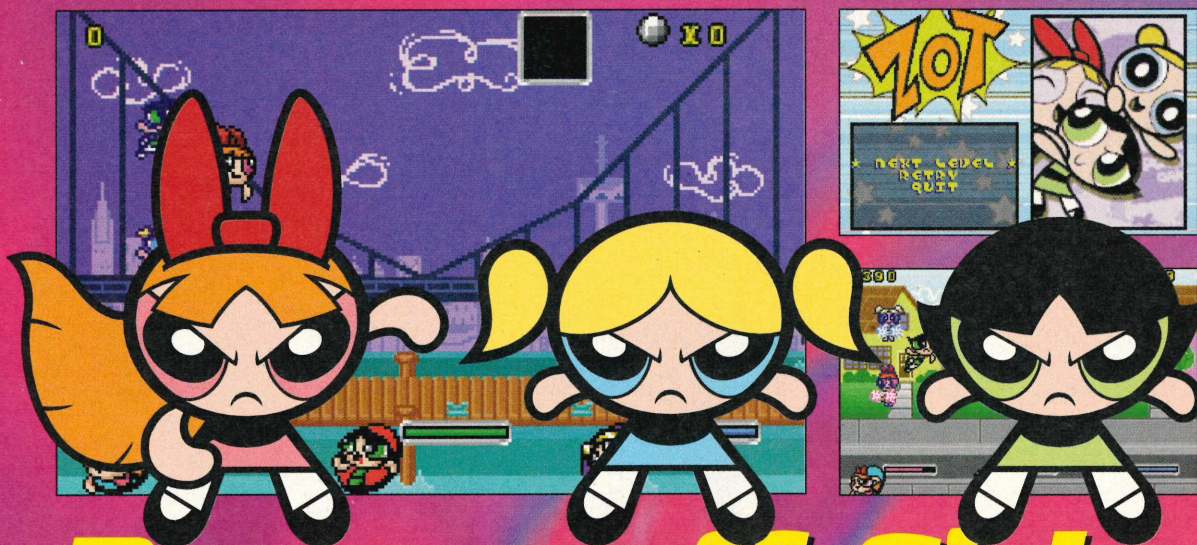
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# Powerpuff Girls: Mojo Jojo-A-Go-Go

**The coolest kids on the block power onto the GBA for some high-flying action! But can they take the pace on Nintendo's turbo-charged console?**

**T**he streets of Townsville are fraught with danger. Nasty monkey-type Mojo-Jojo is frequently to be found causing all kinds of trouble, and there's only one trio of crime-fighting schoolgirls that can save the day – The Powerpuff Girls!

Following a series of three games on the GBC, this is the first GBA outing for Cartoon Network's anime heroines, and it's a simple little idea. Think *Space Invaders*, but with a whole lot more going on and colourful, cutesy cartoon graphics, and you'll be on the right

track. Then imagine flying through a total of six settings, dodging attacks whilst shooting/kicking/throwing handy objects at anything in your way (leaving you jewels to collect) and you pretty much have the idea.

## Kickass!

By its very nature, *Mojo Jojo* is a little repetitive, but as a fast-paced arcade-style game, it's definitely a success. With varied enemies, inventive weapon pick-ups, attach enhancements, four-player link-up, secret areas and, of

**"As a fast-paced arcade-style game, it's a success!"**



↑ Ignore the spaceship type things – get the old lady! Get the old lady!  
↓ Hurrah! A Link Game option! Bam certainly know their stuff.



course, three of the coolest crime-fighters around to play as, fans of *The Powerpuff Girls* – and anyone looking for a quick fix of button-bashing – will find plenty to enjoy here!

Karen

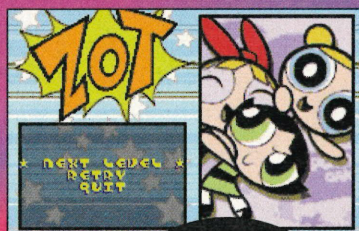


**In my opinion...**

**Piff Paff Poof! It's a girls game!**

Perhaps it's because I am not a lady, but this game did nothing for me. It really belongs in an arcade, not on a handheld, and each level seemed exactly the same. Still, it looks and sounds great, and Bam have made sure there's a great link-up option, so good luck to 'em, I say!

Jem



↑ Why don't the people in the houses come out and try to help?



## Fight Dirty

Each level begins with all three girls in flight, headed up by leader Blossom, and as the trio take more hits, the player works through the girls. Each mini crime-fighter can shoot from a range or attack up-close, but there are also a number of cool weapon enhancements and objects that can be picked up along the way. Turn your standard fire into a deadly triple fire, for example, or pick up items like mailboxes, lampposts – even giant leaves – and hurl them at the obstacles in your path in order to get those crucial jewels!



## TOTALGB Verdict



**Price** £29.99  
**From** bam! Entertainment  
**Release** 7 December  
**Genre** Shoot-'em-up  
**Players** XXXX  
**Web** www.bam4fun.com

### Extras

✓ Link-up × Battery save  
× Passwords × Mobile Link

**Power**

- Fast-paced fun, plenty of button-bashing action to keep adrenaline high.
- A simple idea well-realised, with creative ideas and classic cartoon comedy through out.

**Dour**

- Environments and enemies vary, but gameplay is the same across each level.
- Trust us – your fingers will hurt!

**Or you could try...**

**The Powerpuff Girls: Bad Mojo-Jojo**  
From Ubi Soft

The Powerpuff Girls' first GBC title starring Blossom was a really cute little platformer.



### Graphics

★★★  
Pretty impressive – very cartoony and vibrant (when the GBA screen is in the right light, that is!)

### Sound

★★★  
Standard repetitive stuff, though the sound effects are often helpful.

### Playability

★★★  
The gameplay is nothing innovative, but it's good pick-up-and-play fun nonetheless and there's certainly a lot going on.

### Lastability

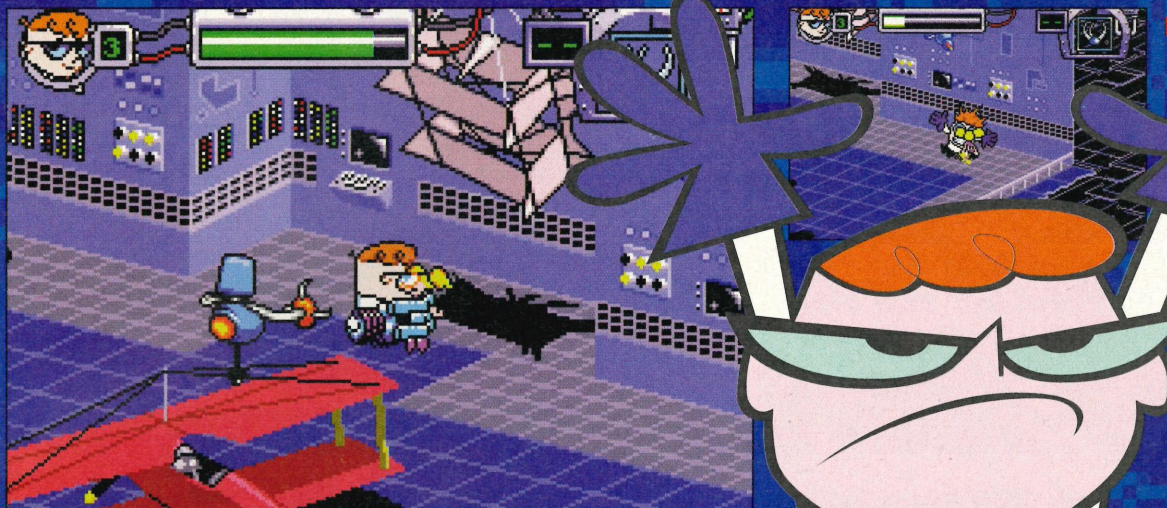
★★★★  
As an arcade-style game, you will keep coming back to it for a fix.

**Final Rating**

**80**

**"A cool day out with the girls!"**





# Dexter's Laboratory: Deesaster Strikes!

The genius ginge is back on the Game Boy - and he's in trouble. The thing is... so's his sister!



↑ I bet lots of you would like to grab your sister and throw her away.



**D**exter's Laboratory: Deesaster Strikes! has really great graphics, plenty of nice samples and a sizeable, rather original adventure to it. But it's not going to keep you amused for a very long time, as we shall see...

## The Appliance Of Science

The action of the game takes place over the huge three-dimensional expanse of Dexter's Lab. Dee Dee has fallen into Dexter's Clone-a-matic machine and now hundreds of irritating smaller versions of her are spread around the lab! Dexter has to fight through eight different hazardous rooms to find all of the little Dee Dees and reassemble his sis before his Mum calls them for tea. On the way there are loads of puzzles to solve, traps to avoid and monsters to squash - all in glorious 3D.

## Robot Rampage!

Original it may be, but it sure ain't addictive. The levels aren't planned very well, so if you go through a wrong door you'll end up back where you started, with everything to do again and it's not your fault! Also, the tunes instantly start to irritate and there



↑ No wonder Dexter's looking so glum - he looks like Chris Evans!

aren't any link-up options. You do get the odd fun mini-game and there's usually a laugh waiting round the corner in Dexter's weird world. But when the asking price is thirty-five quid, you have to expect a bit more to do than Dexter's offering here.

Nerys



**In my opinion...**  
Hey! I wanna rule the world too!

...Or at least a few acres of Shropshire or something. I've never been a fan of the Dexter's cartoon series, but this is a fun enough title to dip into for a bit. After the disappointment of *Robot Rampage* on the GBC, we may have expected a bit more, but fans of the series will be very happy to have this handheld adventure for those long, boring science lessons.

Jem

## TOTALGB Verdict

DEXTER'S  
LABORATORY™  
DEESASTER STRIKES!

Price	£34.99
From	bam!
Release	Out now
Genre	Adventure
Players	1
Web	www.cartoon-network.com
Extras	
Link-up	✓
Battery save	✓
Passwords	✗
Mobile Link	✗

## Laboratory

- Great little graphics and a cleverly designed 3D world.
- An original idea, with plenty of interesting puzzles throughout.

## Lavatory

- Very irritating music no matter where you go.
- No link-up options and not very many secrets.

## Or you could try...

**Dexter's Robot Rampage**  
From Ubi Soft

If you're a real Dexter fan, you probably liked this GBC Elevator Action rip-off.



**Graphics** ★★★★★  
The 3D antics capture the spirit of the show brilliantly.

**Sound** ★★★  
Nice samples, but the tunes are extremely dire.

**Playability** ★★★  
An original idea, but it left this reviewer cold.

**Lastability** ★★★  
A few mini-games and that's your lot, kids!

## Final Rating

**78**

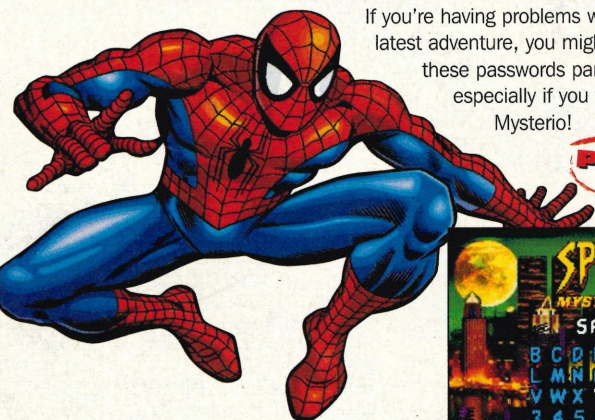
"Fun, but this is hardly Dexter's greatest invention."



# Help!

Another journey through the dark world of cheats and deception...

## Spider-Man: Mysterio's Menace



If you're having problems with Spider-Man's latest adventure, you might find some of these passwords particularly useful... especially if you want to meet Mysterio!

**Passwords**

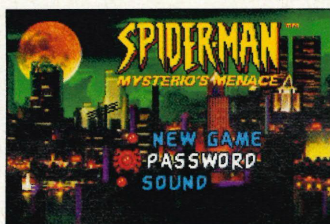


### Regular Passwords

**CO-LQ** .....Level Select  
**JV31** .....All Items/All Levels

### Special Passwords

**SP1DY** ....Symbiote Costume, Thermal Costume, Armour Suit  
**SM11W** .....Symbiote Costume, .....Thermal Costume, Fluid Upgrade, .....Compressor  
**SMXXW** .....Symbiote Costume, .....Thermal Costume, .....Electric Costume, Fluid Upgrade  
**7V84Z** ....Armour Suit, Fluid Upgrade, Left/Right Web Cartridges  
**RV8WJ** ....Armour Suit, Fluid Upgrade, Left/Right Web Cartridges, .....Access to Amusement Park level  
**JV37T** .....All Levels Unlocked, ..All Power-Ups, All Bosses Completed



## WWF Betrayal

Everyone knows that the boys in the WWF are a tough bunch, so you might need a bit of help beating them up... even if you can smell what The Rock is cooking.

Stage	The Rock	Steve Austin	Triple H	Undertaker
Level 2	1314	1344	1324	1334
Boss 1	1411	1441	1421	1431
Level 3	2413	2443	2423	2433
Level 4	2214	2244	2224	2234
Boss 2	2412	2442	2422	2432
Level 5	3114	3144	3124	3134
Level 6	3312	3342	3322	3332
Boss 3	4111	4141	4121	4131



## Chu Chu Rocket

Not surprisingly, there are plenty of extra modes hidden away in SEGA's top-notch puzzle game. Here's how to access them...

### Unlock Hard Mode Puzzles

To unlock the Hard mode puzzles in the single-player Puzzle mode, you'll need to complete all the Normal mode puzzles.

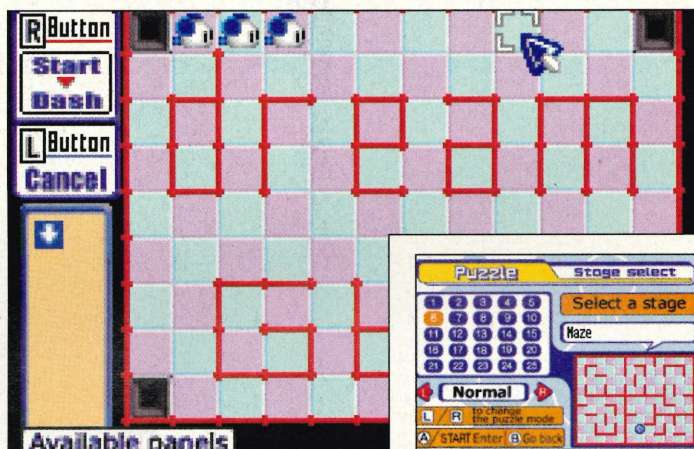
puzzles in the single-player Puzzle mode, you'll need to complete all the Hard mode puzzles.

### Unlock Mania Mode Puzzles

To unlock the Mania mode puzzles in the single-player Puzzle mode, you'll need to complete all the Special mode puzzles.

### Unlock Special Mode Puzzles

In order to unlock the Special mode



## Power Rangers: Time Force

Ahh, Power Rangers. Aren't they dead yet? Obviously not... still, that doesn't mean there aren't any passwords to help you through the game.

**Cheat**

### Jump To The End Of The Game

If you're finding things a bit too tough, you can jump right to the final boss of the whole game by entering 8QSD as your password on the main menu. But why would you?!





# ESPN Final Round Golf 2002

As if playing golf isn't enough, you can also unlock a bundle of new courses... as long as your skills are up to scratch, of course!

## Seaside Golf Course

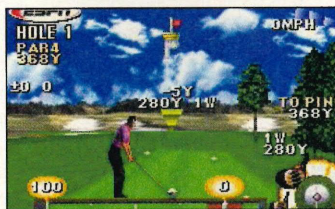
Win the Pacific Country Club tournament or succeed in earning over \$600,000 in winnings to access the Seaside Golf Course.

## Northern Hill Golf Course

Succeed in earning over \$900,000 in winnings to access the Northern Hill Golf Course.

## Evergreen Country Club Golf Course

Succeed in earning over \$1,700,000 in winnings to access the Evergreen Country Club Golf Course.



# Portal Runner

This tough little game will drive you insane... unless you've got the passwords to get past the level you're stuck on. Hang on – what have we got here? Well, praise the lawd!

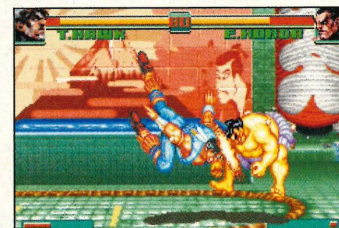
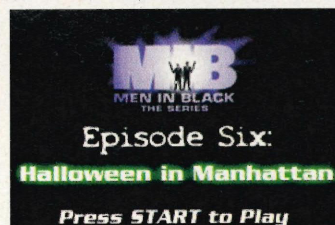
2.....	NBNT
3.....	FDRD
4.....	NBJV
5.....	NBRD
6.....	PDTG
7.....	NTGT
8.....	NBGL
9.....	PDJP
10.....	NVJC
11.....	TJDH
12.....	VLGL
13.....	TJGL
14.....	VLJP
15.....	NTJV
16.....	NTTG
17.....	PBRD
18.....	TCVJ
19.....	VJDG

20.....	TGCF
21.....	NVLC
22.....	TGCG
23.....	VJGL
24.....	PBDP
25.....	NBDG
26.....	PDGK
27.....	PBGR
28.....	TGKR
29.....	VJNV
30.....	TCMT
31.....	VJRF
32.....	PCHS
33.....	TGMC
34.....	VJRJ
35.....	TGKB
36.....	NTRJ
End.....	PDND

# Men In Black: The Series

Even if you've managed to torture yourself enough to play this game, you might find that you're having trouble reaching those later episodes. Well, don't worry – that's what we're here for!

2.....	Forest Landing Site	FCHTRMNS
3.....	Alien Technology Lab	HSDSHSBS
4.....	Rocket Silo	MXNMSNNG
5.....	MIB Safehouse	THXBXSCK
6.....	Halloween In Manhattan	NNTNDWNY
End.....	Ending	NFNTMMDD



# Super Street Fighter II Turbo Revival

It's probably the best fighting game on any handheld, but that doesn't mean it's a pushover. Here are a few tips to help you get that little bit further...

## Make Special Moves Easier

Finding it tough to pull off those special moves with the small GBA D-Pad? Here's how to make things easier – in the middle of a game, pause and press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If you get it right, you'll hear a sound; the special moves will be easier to do (for example, pressing Forward and Punch makes Ryu perform a Hadoken). You can even press Select to turn this cheat on or off.

## Unlock Akuma As

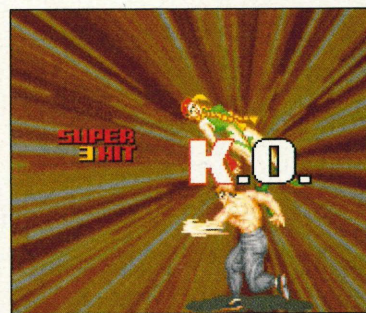
### A Playable Character

Play the Arcade mode enough times to collect 5000 VS points – Akuma will now become a playable character.

## Unlock Shin Akuma As A

### Playable Character

Play the Arcade mode enough times to collect 9999 VS points – Shin Akuma will now become a playable character.





# Know Your

## Game Boy Color

Only the best reach the Total GB table! You'd better believe it!

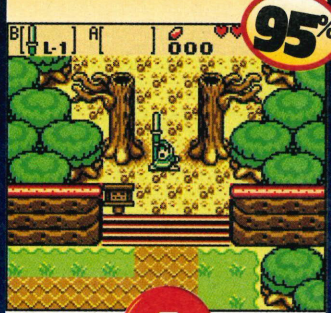
**Top Ten**

**All Genres**

Sponsored by



**Zelda: Oracle of Ages/ Seasons**



95%

Publisher **1** Nintendo

**Pokémon Gold & Silver**



95%

Publisher **2** Nintendo

**Tomb Raider**



95%

Publisher **3** Core Design

**Mat Hoffman's Pro BMX**



95%

Publisher **4** Activision

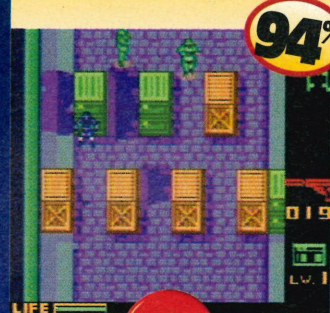
**Perfect Dark**



94%

Publisher **5** Nintendo

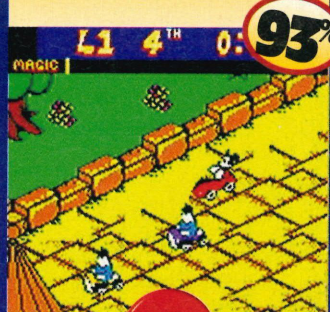
**Metal Gear Solid**



94%

Publisher **6** Konami

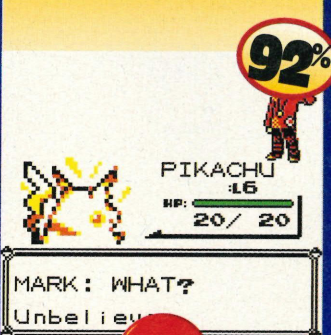
**Mickey's Racing Adventure**



93%

Publisher **7** Nintendo

**Pokémon Yellow**



92%

Publisher **8** Nintendo

**Mario Tennis/ Golf**



92%

Publisher **9** Nintendo

**Alice In Wonderland**



92%

Publisher **10** Nintendo



# Games

The complete listings of  
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## Top Ten Sports

### Mat Hoffman's Pro BMX



95%

Publisher **1** Activision

### Mickey's Racing Adventure



93%

Publisher **2** Nintendo

### Mario Tennis/Golf



92%

Publisher **3** Nintendo

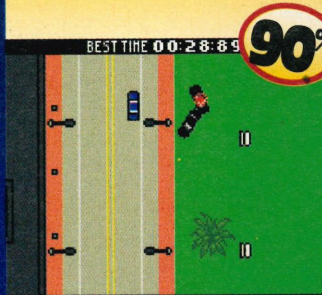
### Colin McRae's Rally



90%

Publisher **4** THQ

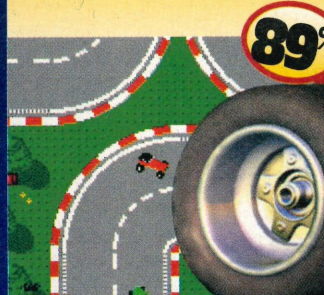
### Driver



90%

Publisher **5** Infogrames

### Lego Stunt Rally



89%

Publisher **6** Lego

### Micro Machines: Twin Turbo



88%

Publisher **7** THQ

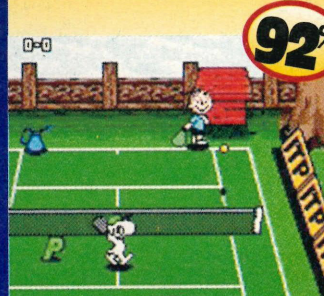
### Cyber Tiger



88%

Publisher **8** EA Sports

### Snoopy Tennis



92%

Publisher **9** Infogrames

### BSX Road Champs



85%

Publisher **10** Activision





# Know Your



## Top Ten

### Adventure




#### Zelda: Oracle of Ages/ Seasons



**95%**

Publisher **1** Nintendo


#### Pokémon Gold & Silver



**95%**

Publisher **2** Nintendo

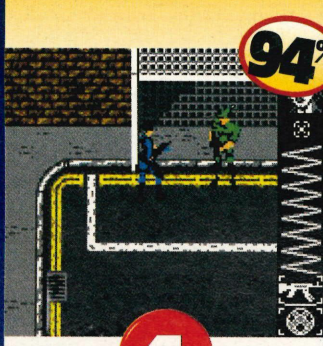
#### Tomb Raider



**95%**

Publisher **3** Core Design

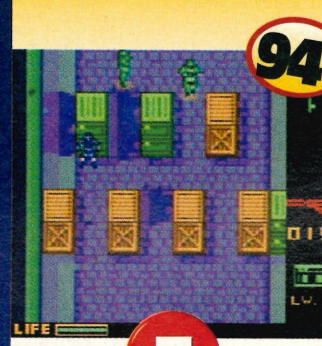
#### Perfect Dark



**94%**

Publisher **4** Nintendo

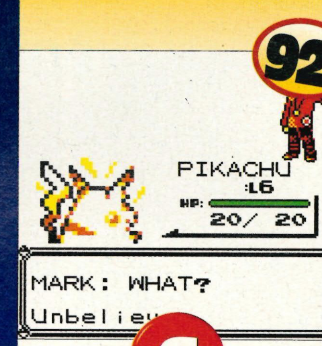
#### Metal Gear Solid



**94%**

Publisher **5** Konami


#### Pokémon Yellow



**92%**

Publisher **6** Nintendo

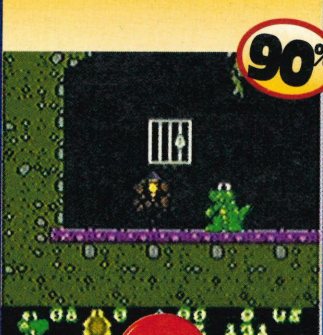
#### Alice In Wonderland



**92%**

Publisher **7** Nintendo

#### Croc 2



**90%**

Publisher **8** THQ


#### Daikatana



**90%**

Publisher **9** Activision

#### Donkey Kong Country



**90%**

Publisher **10** Nintendo



# Games

The complete listings of  
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**net**



## Top Ten

### Puzzler

#### Pokémon Puzzle League

92%



Publisher **1** Nintendo

#### Austin Powers: Oh Behave! Welcome...

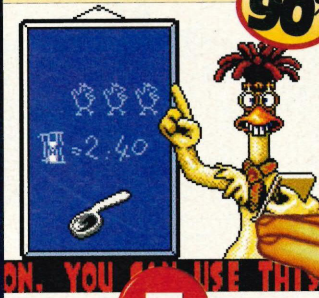
91%



Publisher **2** Rockstar

#### Chicken Run

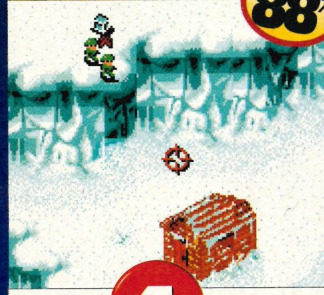
90%



Publisher **3** Nintendo

#### Cannon Fodder

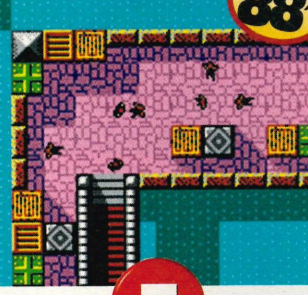
88%



Publisher **4** Codemasters

#### Grand Theft Auto 2

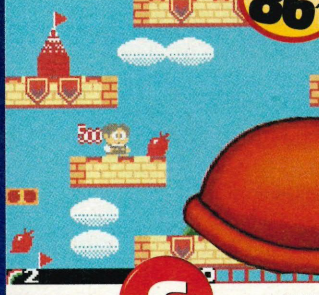
88%



Publisher **5** Rockstar

#### Rainbow Islands

86%



Publisher **6** TDK

#### The Mummy

84%



Publisher **7** Konami

#### Bubble Bobble Classic

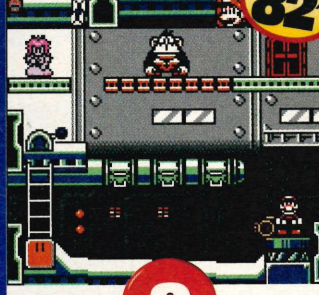
83%



Publisher **8** Taito

#### Game & Watch 2

82%



Publisher **9** Nintendo

#### Harvest Moon

82%



Publisher **10** Nintendo



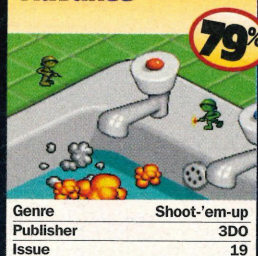


# Know Your

# Game Advice



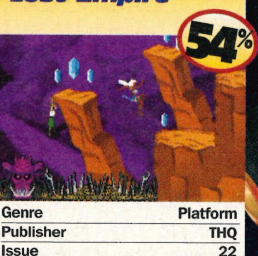
## Army Men Advance



79%

Genre Shoot-'em-up  
Publisher 3DO  
Issue 19

## Atlantis: The Lost Empire



54%

Genre Platform  
Publisher THQ  
Issue 22

## Back Track



93%

Genre First-person shooter  
Publisher Telegames  
Issue 21

## Bomberman Tournament



93%

Genre Arcade/RPG  
Publisher Activision  
Issue 20

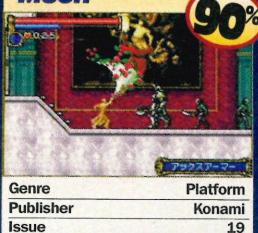
## Casper



84%

Genre Adventure  
Publisher Microids  
Issue 22

## Castlevania: Circle Of The Moon



90%

Genre Platform  
Publisher Konami  
Issue 19

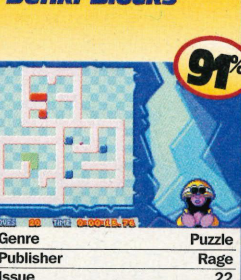
## Chu Chu Rocket



82%

Genre Puzzle  
Publisher SEGA  
Issue 19

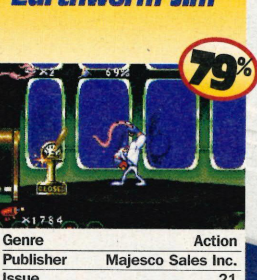
## Denki Blocks



91%

Genre Puzzle  
Publisher Rage  
Issue 22

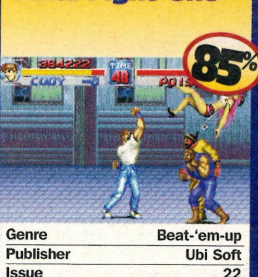
## Earthworm Jim



79%

Genre Action  
Publisher Majesco Sales Inc.  
Issue 21

## Final Fight One



85%

Genre Beat-'em-up  
Publisher Ubi Soft  
Issue 22

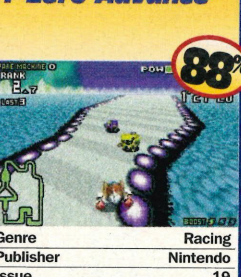
## Fire Pro Wrestling A



83%

Genre Beat-'em-up  
Publisher 3DO  
Issue 19

## F-Zero Advance



88%

Genre Racing  
Publisher Nintendo  
Issue 19

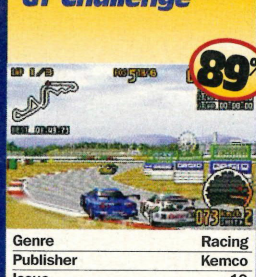
## GT Advance Championship Racing



55%

Genre Racing  
Publisher THQ  
Issue 19

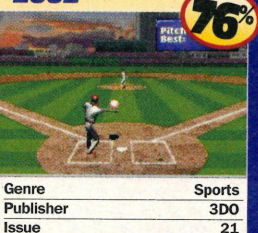
## GT Challenge



89%

Genre Racing  
Publisher Kemco  
Issue 19

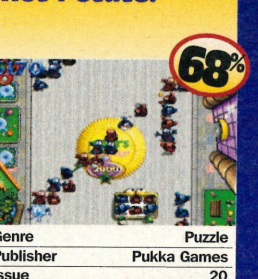
## High Heat Major League Baseball 2002



76%

Genre Sports  
Publisher 3DO  
Issue 21

## Hot Potato!



68%

Genre Puzzle  
Publisher Pukka Games  
Issue 20

## Iridion 3D



91%

Genre Shoot-'em-up  
Publisher THQ  
Issue 21

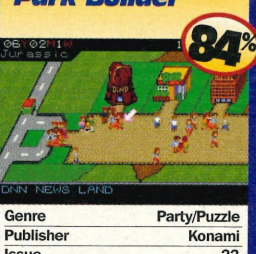
## Jurassic Park 3: DNA Factor



65%

Genre Platform  
Publisher Konami  
Issue 21

## Jurassic Park 3: Park Builder



84%

Genre Party/Puzzle  
Publisher Konami  
Issue 22



# Games

The complete listings of  
**Total Game Boy**  
**Reviews**  
**TOTAL**  
**GAMES**  
**net**

## Game Boy Advance



**Konami Krazy Racers**

90%

Genre	Racing
Publisher	Konami
Issue	19

**Kuru Kuru Kururin**

89%

Genre	Puzzle
Publisher	Nintendo
Issue	19

**Lady Sia**

85%

Genre	Platform
Publisher	TDK
Issue	22

**LEGO Bionicle**

49%

Genre	Adventure
Publisher	Lego Media
Issue	21

**LEGO Island 2: Brickster's Revenge**

94%

Genre	Adventure
Publisher	Lego Interactive
Issue	21

**LEGO Racers 2**

52%

Genre	Racing
Publisher	Lego Interactive
Issue	21

**Mario Kart: Super Circuit**

94%

Genre	Nintendo
Publisher	Racing
Issue	21

**Moto GP**

90%

Genre	Racing
Publisher	THQ
Issue	22

**Pinobee: Wings Of Adventure**

71%

Genre	Platform
Publisher	Activision
Issue	19

**Pitfall: The Mayan Adventure**

70%

Genre	Platform Adventure
Publisher	Activision
Issue	21

**Planet Monsters**

90%

Genre	Puzzle
Publisher	Titus
Issue	22

**Rayman Advance**

88%

Genre	Platform
Publisher	Ubi Soft
Issue	19

**Ready 2 Rumble Round 2**

82%

Genre	Beat-'em-up
Publisher	Midway
Issue	19

**Spider-Man: Mysterios Menace**

68%

Genre	Platform/Beat-'em-up
Publisher	Activision
Issue	21

**Steven Gerrard's Total Soccer**

85%

Genre	Sports
Publisher	Ubi Soft
Issue	22

**Super Mario Advance**

91%

Genre	Platform
Publisher	Nintendo
Issue	19

**Tony Hawk's Pro Skater 2**

94%

Genre	Sports
Publisher	Activision
Issue	19

**Tweety & The Magic Gems**

89%

Genre	Party
Publisher	Planet
Issue	19

**X-Men Reign Of Apocalypse**

76%

Genre	Beat-'em-up
Publisher	Activision
Issue	22



# Coming Soon...

*Ho, ho, ho and a bottle of Advocat! Oh, Christmas time again, hey? Don't ya just love it? All those tree tops glistening and children listening and that (what you listening to, kids?). Anyway, there's one very festive game this year, which we can't ignore: Santa Claus Jr for the Game Boy Color! See if it's worth getting in your stocking this December 25th!*

**Issue 24 - on sale  
20 December!**

## MORTAL KRACKERS!

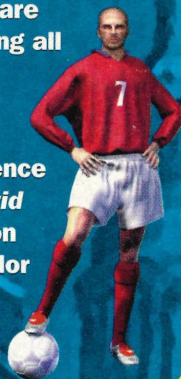
The ultimate violent, gross-out, don't-tell-your-parents-style slash-'em-up arrives on the GBA, with a bit of luck.

Whether it gets delayed or not, we'll still test and rate it for you, and that's a promise!



## CHRISTMAS BECKS

The folks at Rage are bound to be giggling all the way to the building society when they release genre-defining licence extraordinaire David Beckham Soccer on the Game Boys Color and Advance! Will Mr Posh score on the handhelds?



## HARRY POTTER & THE FINAL REVIEW!

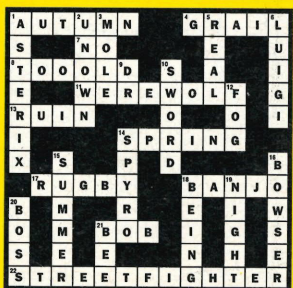
We've told you everything there is to know about Harry's appearance on the GBC and GBA - except what we really think of it! Just in time for last-minute Crimbo shopping, we're going to dig the real dirt on these elusive titles!



## PLUS!

Jackie Chan Adventures on the GBA - why, exactly? Inspector Gadget - will the Advance version advance one solitary inch? Gremlins and Extreme Ghostbusters - will the GBA titles make up for the past? And (cross your fingers please!) Resident Evil Gaiden, Megaman X, Kao The Kangaroo, Mr Driller 2 and lots of other fantastic games that could quite possibly not be released until 2006.

## Puzzle Answers



## TOTAL GB

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**PRODUCTION & DISTRIBUTION** PRODUCTION MANAGER DAVE OSBORNE BUREAU MANAGER CHRIS REES SCANNING/PRE-PRESS LIAM O'HARA CIRCULATION MANAGER TIM HARRIS TEL: 01202 200200 FAX: 01202 200217

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